STRATEGY
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GUIDE

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SUPER MARIO BROS. 3™

84 pages of maps, tactics and power plays!

PLAY-TO-WIN STRATEGIES STRAIGHT FROM THE PROS

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STAFF

Publisher: — *M. Arakawa*
Hiroyuki Kato
Editor in Chief: — *Gail Tilden*
Art Director: — *Yoshi Orimo*
Senior Editors: — *Pam Sather*
Howard Phillips
Copy Writer: — *Dan Owsen*
Concept & Design: — *Work House U.S.A.*
Work House Co., Ltd.
Tommy Yazawa
Seiji Sato
Kochan Yoshizu
Layout: — *Hiroshi Ohashi*
Shuji Kurokawa
Illustrations: — *Makikazu Ohmori*
Hideaki Ito
Chief Producer: — *Tsutomu Otsuka*
Producer: — *Masayoshi Suzuki*
Project Coordinators: — *Yoshio Tsuboike*
Hiroyuki Kurano

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Nintendo of America Inc.
P.O. Box 957
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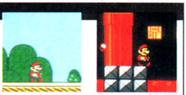
MARIO'S BASIC MOVES

Super Mario Bros. 3 gives Mario more moves to use than all of his past adventures put together! Some you may know already, some are brand new, but all will help Mario conquer Bowser and his Koopalings and save the Mushroom Worlds.

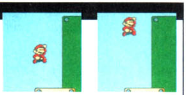
WALK

You might walk when you first enter a world and are unfamiliar with the terrain, but once you gain knowledge of your surroundings, it's easier to run!



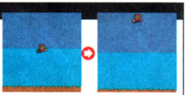
JUMP

The A Button controls Mario's famed leaping abilities. If you tap A, Mario will make a short jump, if you press and hold, he'll make a higher jump.



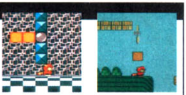
JUMP OUT OF THE WATER

When you're at the water's surface, jump and press Up on the Control Pad and you'll leap out of the water. This move is useful to get on top of floating blocks.



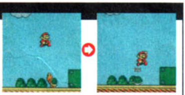
SQUAT

Press Down on the Control Pad to duck. You can get through tight gaps using this technique, or retrieve items from low ? Blocks.



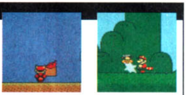
STOMP

This offensive technique is Mario's trademark. Jumping and landing squarely on top of an enemy will usually defeat it, but be careful: some enemies can't be stomped.



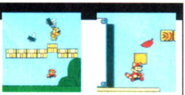
TAIL ATTACK

Mario's Raccoon Tail is stylish and functional. To attack an enemy or hit a ? Block with your tail, face your target and press the B Button.



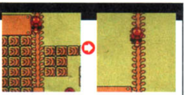
SMASH IT UP

If you hit a block that an enemy is standing on, it will result in defeat for him. Hitting blocks from below will also reveal items they contain, or smash them.



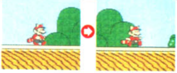
CLIMBING

Some ? Blocks contain magic vines that Mario can climb to reach bonus stages or secret rooms in the clouds. In difficult stages, these vines will also be important safe spots.



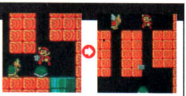
ACCELERATE

By holding down the B Button and running, Mario can build up a lot of steam. Not only can he jump farther, but when his P-Meter is charged, he can take-off as Racoon Mario!



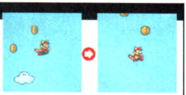
SUPER JUMP

Jump on an enemy and hold down the A Button after you stomp him. Your momentum will carry you extra high. This is useful for reaching out-of-the-way places.



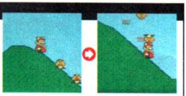
FLY OR FLOAT

Whether you're falling from the clouds or coming down from a jump off an enemy, by wagging your tail as Raccoon or Tanooki Mario, you can slow your descent to the ground.



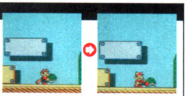
SLIDING

Press Down on the Control Pad when you're on a slope, and you'll slide down and wipe out enemies in the way.



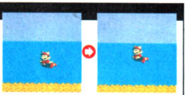
PICK UP AND KICK

Approach a stomped Koopa from the side while holding down the B Button to pick him up and carry him wherever you like. Release B to kick him away.



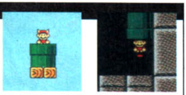
SWIM

Rapidly press the A Button to swim, using the Control Pad to change direction. Frog Mario can swim using the Control Pad alone; pressing the A Button gives him extra speed.



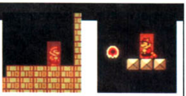
PIPES

You probably already know how to get into normal pipes—just press Down on the Control Pad. To get into upside down pipes, jump directly under them and press Up.



DOORS

Press Up on the Control Pad when you're in the doorway to open the various doors you'll encounter. Some doors are always visible, others are revealed by Switch Blocks.

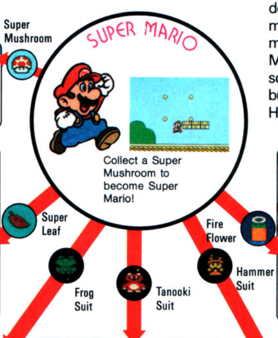


MARIO'S POWER-UPS!

What would a Mario adventure be without Power-Up items? Doubly difficult and half as fun! Not only do the Power-Up items in SMB3 make some super game play moves possible, they also make Mario look cool! Items in action scenes must be used right away, but those obtained in Toad's House can be saved for later use.

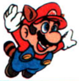
MARIO

Also known as Small or Regular Mario, this is how you start.

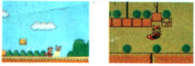


Collect a Super Mushroom to become Super Mario!

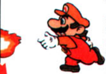
RACOON MARIO



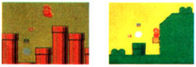
The Tail Attack and the ability to fly are new powers you can gain by collecting a Super Leaf and becoming Racoon Mario!



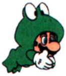
FIERY MARIO



There's nothing like good old firepower to get the enemies sizzlin'. This attack will affect almost every foe.

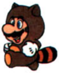


FROG MARIO

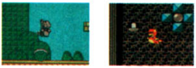


Get ready for aquatic action with the Frog Suit. It lets Mario swim like a frog and leap like one, too.

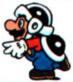
TANOOKI MARIO



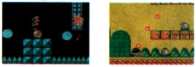
This fuzzy brown suit gives Mario all the powers of Racoon Mario plus the ability to turn into Statue Mario!



HAMMER MARIO



The Hammer Bros. Suit is a crafty outfit; the Hammers he throws are powerful, and the shell is fireproof!



MARIO'S MAGICAL ITEMS

Unlike Power-Ups, which can be obtained in many different places, some of these items can only be found in White Mushroom Houses or other secret locations!

STARMAN

He grants temporary invincibility, and is usually found in ? Blocks.

P-WING

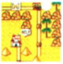
A high-powered Raccoon Suit, it lets Mario fly at will for an entire stage, or until he gets hit.

JUGEM'S CLOUD

Allows Mario to skip one stage of a world, it's useful for passing problem levels.

HAMMER

Use this to break boulders on the Map Screen in order to travel to remote stages of a world.



MUSIC BOX

The beautiful music of this magic tune box puts wandering Hammer Bros. to sleep. Not a particularly useful item.

MAGIC WHISTLE

The three Magic Whistles take Mario to World 9, the Warp Zone. They are well hidden but read on to find out where.

ANCHOR

Using the Anchor, Mario can keep the Koopaling Airships from escaping. Another rather weak item but tough to find.

1-UP MUSHROOM

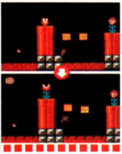
The key to success in SMB3 is collecting these valuable mushrooms. They are everywhere!

MARIO'S ADVANCED MOVES

Learn these advanced moves and you'll be able to explore new areas of the Mushroom Worlds. Plus, you'll be more likely to survive in dangerous situations.

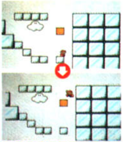
DIAGONAL JUMPING

Some blocks are in difficult-to-reach places. Invisible Blocks that are diagonal to a visible block can only be made to appear if you stand on the corner of the visible block and jump up.



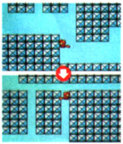
JUMP AROUND CORNERS

To get on top of a block from one that is directly below, stand on the corner of the lower block, jump up and bend your jump around (using the directional arrow on the Control Pad) so you come out on top.



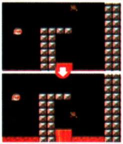
JUMP AND SQUAT

To get into narrow passages, get a running start and at the last second before you jump, press Down. You'll squat and jump into the passage. You can also fly while squatting if you time it right.



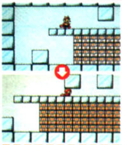
FREE FALL JUMP

When you're on an overhang and you need to get under, jump up and then use the Control Pad to change your trajectory mid-fall.



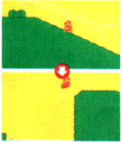
SLIDE UNDER

While running, press diagonally Down and Left on the Control Pad to slide through small gaps. In the Ice World, you need only press Down.



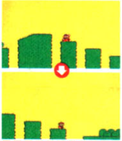
JET COASTER JUMP

On slopes which have small ramps at the bottom, you can slide down and make a last-second leap at the bottom for an extra high jump.



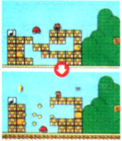
DASH OVER SMALL GAPS

If you accelerate (run while holding the B Button) over small pits and holes, you can make it over them without jumping. This can sometimes be faster and safer than jumping.



KOOPAS CAN CLEAR BLOCKS

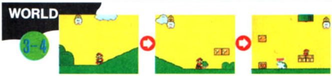
When you have a lot of blocks that need to be cleared quickly, sometimes a well-placed Koopa will do the trick. In any event, kicked Koopas make excellent block removers.

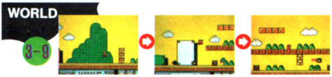


MARIO'S UNLIMITED 1-UP TECHNIQUES

THE OSCILLATING KOOPA TECHNIQUE

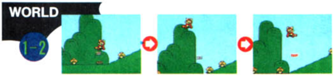
Have a Koopa do the dirty work of collecting points and 1-Ups for you. When an endless number of enemies, such as Spinys or Bullet Bills, are coming at you, kick a Koopa so it goes back and forth between two obstacles. Quickly find a safe spot to stand in. As the enemies attack, they'll be knocked out by the Koopa and you'll get points and eventually 1-Ups.

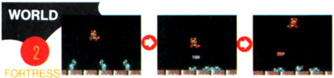




THE GOOMBA STOMP TECHNIQUE

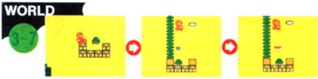
If you stomp several enemies in a row without touching the ground, you'll gain more points for each one. After the ninth enemy, you'll start getting 1-Ups. To accomplish this maneuver, you need to be Raccoon or Tanooki Mario and you must be in a place where there is an endless supply of enemies, such as a Goomba generating pipe.

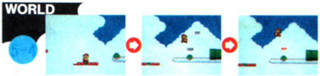




THE VINE METHOD

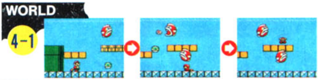
In a variation of the Goomba Stomp Technique, stomp an enemy and jump onto a vine or rotary lift. When the enemy returns or recovers, stomp him again and leap back onto the vine. Touching the vine doesn't count as touching the ground, so you'll keep racking up points and eventually, 1-Ups. It's difficult but it works!

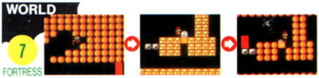




MULTIPLE 1-UP/ 200+COIN STAGES

Some stages have multiple 1-Ups or hundreds of coins. In these worlds, you can collect all the 1-Ups or all the coins and then lose your life intentionally so you can go back and do it again (You'll still have gained at least one extra life.).

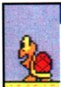




MARIO'S FOES

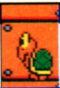
Some are new and some are old, but all the bad guys in SMB3 spell trouble for Mario. Fortunately, there are usually multiple ways to defeat each enemy, but some enemies are totally invulnerable or susceptible to only a few attacks. Enemies are worth various numbers of points–the tougher the enemy, the more points you get.

Red Koopa Troopas



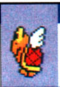
These brainless sentries pace back and forth in a given patrol sector.

Green Koopa Troopas



Ferocious attacking Koopas that charge at Mario in a straight line.

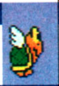
Red Koopa Paratroopas



Like Red Troopas, these winged Koopas go back and forth in a given area.

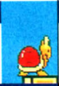
Green Koopa Paratroopas

Similar to their wingless cousins, these Paratroopas charge directly at Mario.



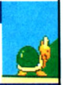
Red Giant Koopa Troopas

Identical in action to normal Koopas, they can be dealt with in a like fashion.

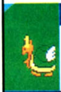


Green Gargantua Koopa Troopas

Bigger heads don't mean bigger brains for the giant Koopas; they're still easy.

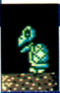


Colossal Koopa Paratroopas



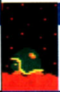
Creatures this big shouldn't be able to fly, but in the Mushroom Worlds, anything goes.

Dry Bones



A mummified zombie Koopa which comes back to life after you stomp it.

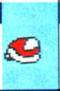
Buzzy Beetle



This fireproof beetle from the original SMB returns with some new tricks.

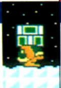
Para-Beetles

Flying members of the Beetle family, these aviators can be used as stepping stones.



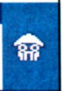
Buster Beetle

He's not fireproof–he likes the cold and attacks by tossing Ice Blocks.

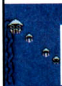


Blooper

Another familiar foe from the past, Blooper is a squid that appears underwater.

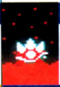


Blooper Nanny



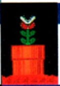
Talk about adventures in baby-sitting! Watch out for this Blooper's stinging kids!

Spiny



Lakitu's pet is a familiar sight to Mario veterans. Don't try to stomp him!

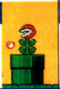
Piranha Plant



Those dangerous carnivorous plants are really making a comeback! They're everywhere!

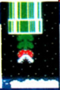
Venus Fire Trap

A hot tempered variety of the usually laid-back Piranha Plants.



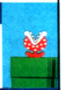
Hanging Piranha Plant

Piranha Plants have truly overgrown some areas in SMB3, including upside down pipes!

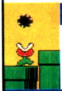


Piranhacus Giganticus

In the Land Of The Giants, giant Piranhas grow to their own beat, and ignore Mario.

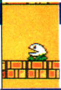


Ptooie



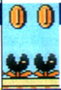
A mobile species of Piranha, it juggles a deadly spiked ball with its over-sized lips.

Nipper Plant



This walking Piranha is hungry for Mario, and will even jump to get at him!

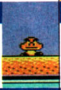
Munchers



Indestructible Piranhas that are often found in huge clusters. Starman, help!

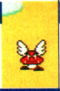
Little Goomba

The traitorous mushroom tribe from Mario's original adventure comes back for more!



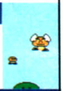
Para-Goomba

Bowser's magic has given these rascals wings. Watch the skies!

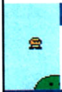


Para-Goomba With Micro-Goombas

Look out for this flying pest. Avoid him and his kid brothers entirely.

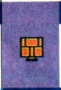


Mugger Micro-Goomba



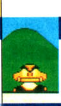
If one of these gets near you, you won't be able to jump high or run fast. Jump repeatedly to get away.

Pile Driver Micro-Goomba



These tiny terrors will try to trounce you with a block. Get the jump on them!

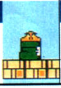
Grand Goombas



Larger than life and twice as ugly, Grand Goombas are otherwise like Little Goombas.

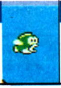
Kuribo's Goomba

Found only in stage 5-3, he wears Kuribo's Shoe, a high-stepping item Mario can use too!



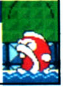
Cheep-Cheeps

Flying fish that make the aquatic adventures more than a day at the beach.

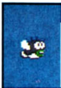


Boss Bass

Even if Mario is Super, Boss Bass, the terror of the high seas, can swallow him whole.

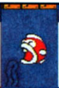


Spiny Cheep-Cheep



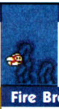
Swift swimming and spiny, look out for these in later water worlds!

Big Bertha



This giant fish is a mouth breeder, so it spits babies out of its mouth at Mario.

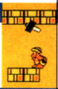
Baby Cheep



They may be small, but their touch is as deadly as that of their giant mother!

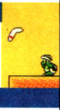
Hammer Bros.

These roving bandits from the original SMB game have brought along the family!



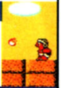
Boomerang Bros.

G'day Mario! It's the Hammer Bros. from "Down Under," the Boomerang Bros.!

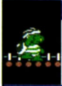


Fire Bros.

These Twin Toasters want to start a Mario inferno. Give them a taste of their own medicine.

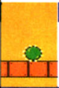


Sledge Bros.



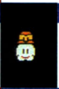
Tubby turtles that really throw around their weight. Heavy stuff, man!

Spiny Eggs



Lakitu tosses these around, trying to hit Mario. They turn into Spinys.

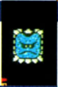
Lakitu



Mario's high flying antagonist from the original SMB returns for more fun!

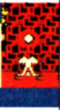
Thwomp Trap

A nasty block of blue stone that will try to mash Mario in the Fortresses.



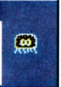
Podoboo

Living bubbles of magma that leap out of lava lakes and also drop off the ceilings.

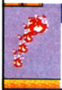


Jelectro

Avoid a shocking encounter with this unmoving and unbeatable aquatic enemy.

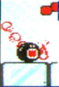


Fire Snake



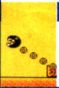
This flaming serpent inhabits arid areas. A tail attack or Koopa will defeat it.

Fire Chomp



Floating in the sky above the Mushroom Worlds, these fire-spitting orbs attack at inopportune moments.

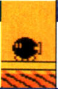
Chain Chomp



One of the most frustrated villains in video games, he'll bite if you get too close.

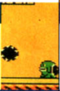
Bob-omb

The only enemy from SMB2 to appear in this adventure, Bob-omb explodes after being stomped.



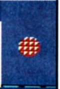
Spike

Spike attacks by throwing a magical spiked ball at Mario. Duck and cover!

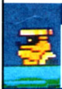


Roto-Disc

Unbreakable whirling traps which often bar the direct path through fortresses.

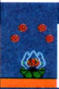


Rocky Wrench



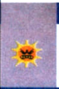
These turtles often serve as crew of Koopaling Airships and military vehicles.

Lava Lotus



An aquatic relative of the Piranha Plants, the Lotus spits fiery lava bits.

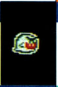
The Angry Sun



It's quite a shock when the Sun comes down in the Desert World. Don't get sunburned!

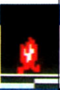
Boo Diddly

Don't turn your back on this ghost. Face up to him until you're ready to run away!



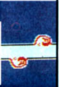
Hot Foot

Hot Foot haunts Fortresses and behaves like Boo Diddly, chasing you if you turn away.

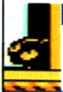


Stretch

Another spooky inhabitant of Fortresses, Stretch lives inside weird white blocks.

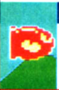


Bullet Bill



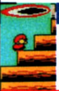
Turtle Cannons relentlessly fire this living, deadly projectile at Mario.

Missile Bill



Bullet Bills with a red hue will travel back and forth in search of their target.

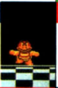
Rocket Engines



The flame from these powerful rockets propels the Airships and burns intruders.

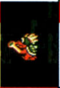
BOOM-BOOM

This Koopa boss controls the Fortresses in each Mushroom World.



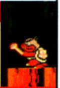
Larry Koopa

Bowser's youngest Koopaling, Larry, has taken over the Grass Land.

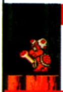


Morton Koopa Jr.

Grouchy old Morton waits for Mario in his Airship over the Desert Land.

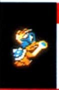


Wendy O. Koopa



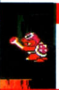
The only girl Koopaling, Wendy, has conquered the Island World. She's tough!

Iggy Koopa



Iggy's fast but not too tough. He now controls the Land of the Giants.

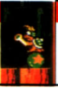
Roy Koopa



Big and burly, Roy is the master of the Sky World. He's a big boy!

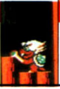
Lemmy Koopa

Also known as the Clown Prince of Koopas, Lemmy would rather join the circus.



Ludwig von Koopa

Bowser's oldest Koopaling and second in command, he's a real monster!



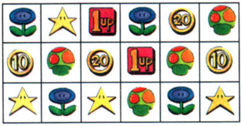
Bowser The Koopa King

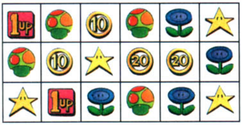
Bowser is back and at the bottom of Mario's troubles. Can Mario defeat him again?

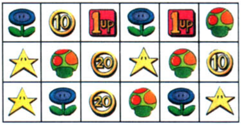
?

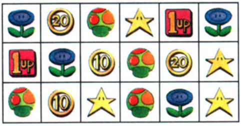
MARIO'S MATCHING GAME

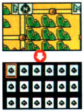
The Matching Game Panel will appear on the Map Screen every time you score 80,000 points. If you clear the board, you'll get lots of items and coins! Turn over two cards, if they match you get the item. If not, they turn back over. Miss again, and you're out!



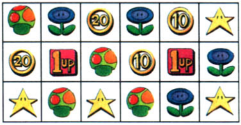


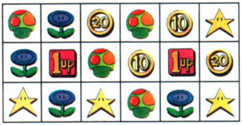


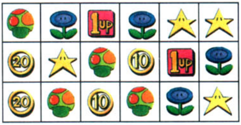


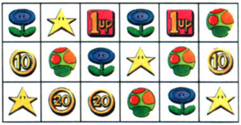


There are only eight boards in the matching game. Don't worry about matching on your first try, but use the info you uncover to try and figure out which board you're playing. The key is concentration!





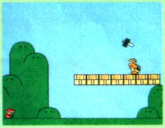




WORLD DATA BOX

Use these symbols to decode the info on each world's title page and on the maps. You can tell what will be in each Toad's House, what the Wandering Hammer Bros. will give you, and in which stages you can make a White Mushroom House appear. (Note that symbols used in the World Data Box and on the World Maps may be slightly different.)

Wandering Hammer Bros.



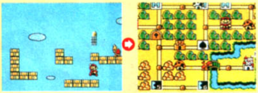
Beat the wandering Hammer Bros. for an item. The World Data box will tell you what you'll get.

Toad's House

Inside the Mushroom Houses, Toad will offer you a choice of three chests. Look in the World Data Box to find out what's inside each one. Choose the most useful one for the point you're at in the game, or for use later. (Exact order of items may vary.)

White Mushroom House

In some stages, if you collect over a certain number of coins, a White Mushroom House will appear on the Map Screen. The World Data Box tells which stage and how many coins you need. If you're in an odd-numbered world, there will be a P-Wing inside the House, in even-numbered worlds, an Anchor will be your reward.



WORLD DATA BOX SYMBOL KEY

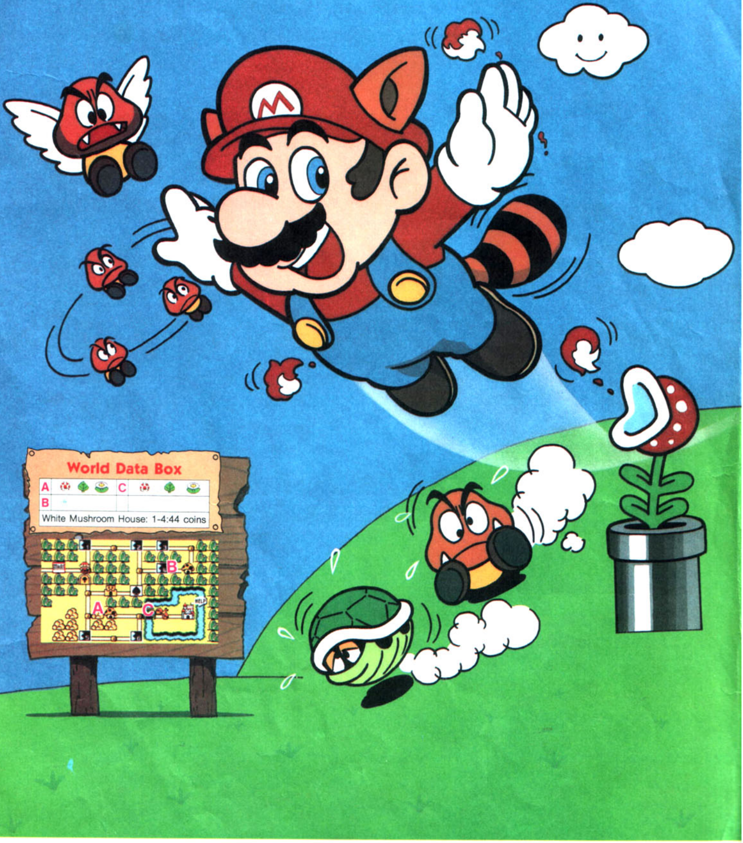
- Super Mushroom
- Fire Flower
- Super Leaf
- Starman
- Frog Suit
- Tanooki Suit
- Hammer Suit
- P-Wing
- Music Box
- Jugem's Cloud
- Hammer
- Magic Whistle

WORLD MAP SYMBOL KEY

Super Leaf	10 Coins Block
Fire Flower	Switch Block
Starman	Magic Note Block
1-Up Mushroom	

WORLD 1

GRASS LAND



World Data Box

A	🍄 🍃 🌼	C	🍄 🍃 🌼
B			
White Mushroom House: 1-4:44 coins			

START
1
2
3
4
5
6
A
B
C
HELP!

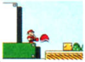
WORLD 1-1

Mario's Mushroom World Adventure Starts Here!

Tricks and techniques learned in the first world will come in handy later. Master them all!

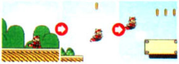
Kick This Crazy Koopa

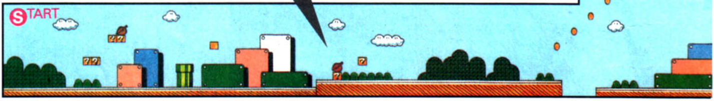
Boot the Koopa so it hits the block; then get the item.



Up, Up And Away!

After you defeat the three Goombas, get a running start as Racoon Mario so you can fly, then follow the coins into the sky.





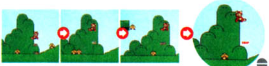
WORLD 1-2

Here's Your First Chance At Unlimited 1-Ups!

Although the technique is tricky at first, you'll do well to learn it. You're sure to need a few extra Marios for this adventure!

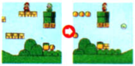
Score Points And 1-Ups If You Stomp Without Landing!

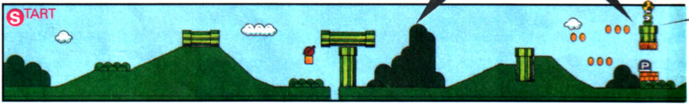
If you can squash nine Goombas without touching the ground between stomps, you'll earn more and more points for each one until the ninth, when you'll get a 1-Up. Then, for each Goomba after the ninth, you'll get another 1-Up. Use the endless spill of Goombas here to score unlimited 1-Ups!



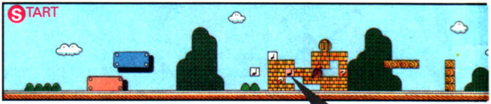
1-Up Mushroom

Above this Sky Pipe and to the right is a 1-Up Mushroom! Score it!





WORLD 1-3

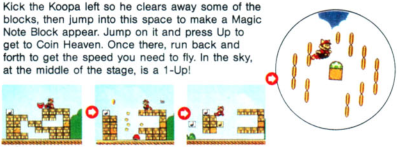


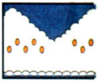
This World Hides The First Magic Whistle!

Each of the well-hidden Whistles will take Mario to World 9, the Warp Zone. The first is located in World 1-3, and it's difficult to find by chance. You'll have to take advantage of the background scenery . . .

This Magic Note Block Launches Mario Into Coin Heaven!

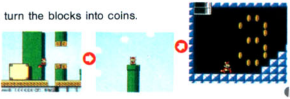
Kick the Koopa left so he clears away some of the blocks, then jump into this space to make a Magic Note Block appear. Jump on it and press Up to get to Coin Heaven. Once there, run back and forth to get the speed you need to fly. In the sky, at the middle of the stage, is a 1-Up!

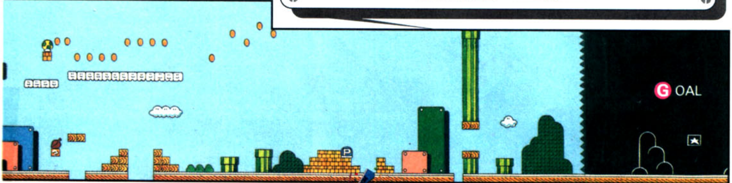




This Sky Pipe Leads To A Secret Coin Room!

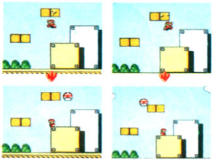
Use the Switch Block to turn the blocks into coins. Collect all the coins and you'll have runway room to fly to the sky pipe.





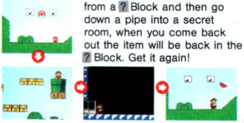
The Physics Of Falling Mushrooms . . .

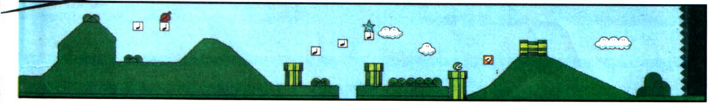
If you hit a ? Block from below, a mushroom may appear. If you hit it on the bottom left side, the mushroom will fall to the right, and vice versa. You can make it go any way you want!

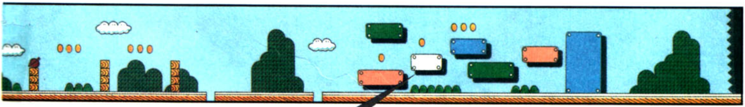


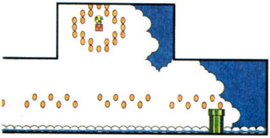
Going Down Pipes Resets ? Blocks!

If you collect a Power-Up item from a ? Block and then go down a pipe into a secret room, when you come back out the item will be back in the ? Block. Get it again!



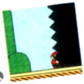


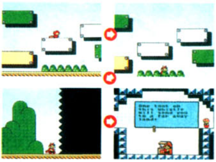




How To Find The First Whistle!

If you get on top of this block and squat for 5 seconds, you fall "behind" the background scenery. Once there, go to the end of the stage and you'll go to a secret Toad House where the first Whistle is kept!





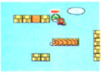
WORLD 1-4

Automatic Scrolling Makes For A Frantic Situation!

In this world, you have no choice but to move fast, but be sure to look before you leap! It takes skill!

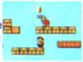
Remember Your Physics

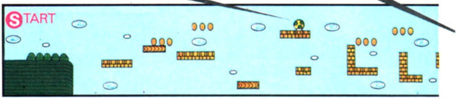
You can collect this 1-Up only if it falls towards the right, so hit the block on the bottom left.



Frenzied Hopping Pays Off!

The only way you'll get all 10 coins here is by jumping fast and furious.





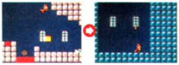
WORLD 1 FORTRESS

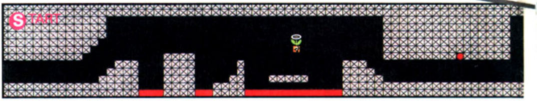
A Boom-Boom Has A Second Whistle In This Fortress!

BOOM-BOOM, a big Koopa bully, guards a danger filled fortress in the middle of this world.

A Well-Hidden Room Holds The Whistle

There's enough room here to fly after you get rid of Dry Bones. Fly left and up, off the screen, then fly right. The screen will scroll right. When you can't go further, stop flying and press Up!





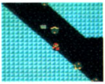
WORLD 1-5

Another Trip To Coin Heaven!

This odd grayish world offers another chance to go to Coin Heaven. It also gives you a chance to practice your Slide Attack.

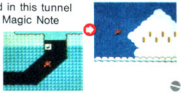
Slide Attack!

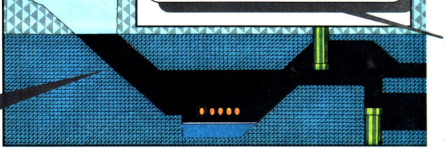
Press Down while on the hill to eliminate enemies on the slope.



Find A Magic Note Block

Jump around in this tunnel to reveal the Magic Note Block. It will take you to Coin Heaven.





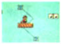
WORLD 1-6

Perilous Platforms And A Short Runway

Rail Lifts with motors are safe to stay on, but those without will fall off the screen upon reaching the end of the line.

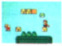
This Rail Lift Is Safe

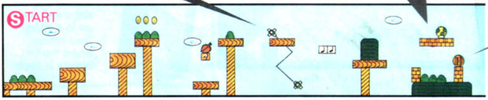
You can stand here and wait until the time is right before jumping.



A Tricky 1-Up

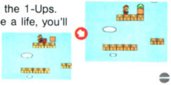
Stomp the Koopa and then toss him out of the way before you go for this 1-Up.





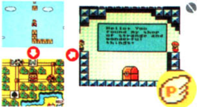
Use A Koopa Or Your Tail!

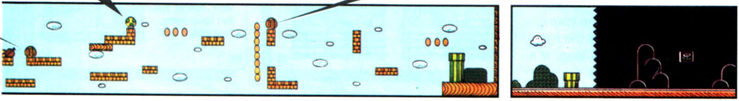
Try to get both the 1-Ups. Even if you lose a life, you'll still come out ahead!



Make The White Mushroom House Appear!

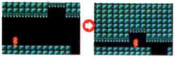
Be sure to net these 10 coins. Score 44 or more coins in 1-4, and the White House will appear on the Map—inside is a P-Wing!





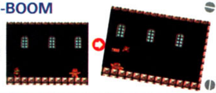
The Ceiling Is Falling!

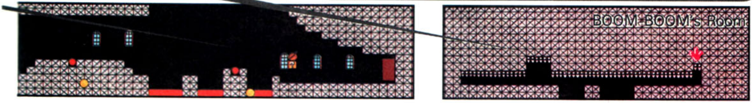
Make for the safe spots and move right when the ceiling rises.



Beating Bombastic BOOM-BOOM

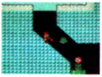
The key to beating BOOM-BOOM is taking him out quickly. If you delay, he gets really excited, and then you're in trouble! Stomp him, jump away, stomp, jump, stomp. It's easy if you're quick!

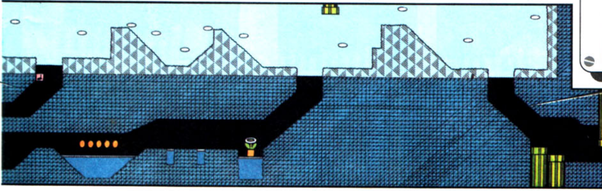




Use A Koopa!

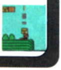
Wilt this Fire Flower with a well-timed Koopa or a few fire balls.





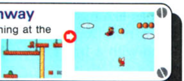
Use Your Head

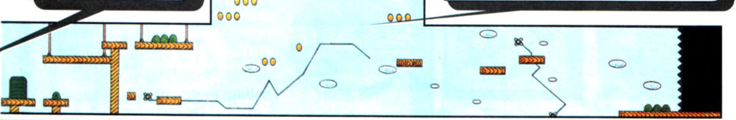
Squat underneath this block and use your head to collect the coins.



A Short Runway

To fly here, start running at the edge of the platform and make a short jump in the middle.





WORLD 1

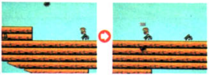
AIRSHIP

Look Out! It's Larry's Boat!

Bowser's seven bratty kids, also known as Koopalings, have each taken the magic wand from a King of a Mushroom World. Larry, the youngest Koopaling, turned the King of Grasslands into a dog. It's Mario to the rescue!

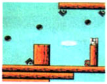
Cannon Ball Capers!

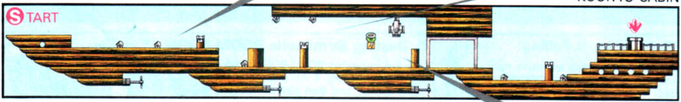
If you stand on top of a cannon, the cannon balls will harmlessly hit your feet and give you 100 points a pop!



Point-Blank Range Is Safe!

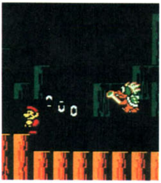
As long as you're right next to Bullet Bill, he won't fire at you. But step away, and watch out!





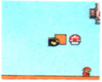
INTO LARRY KOOPA'S CABIN!

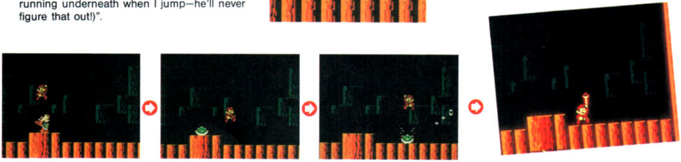
"Yo Mario—you made it dis far! Well, I'm gonna make sure you don't get past me! (Mario'll never think dat he has to stomp me on da head three times ta knock me out! With my quick jumping skills, he won't have any room to leap himself! And da easiest way to avoid me, running underneath when I jump—he'll never figure that out!)".



A Lone Power-Up Item!

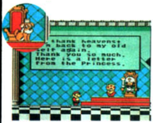
This is your only chance to Power-Up on the airship, so be sure to grab it!



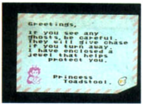


Peace Returns To The Grassland...

Distinguished by his royal turban, the King of the Grass Land is relieved to be normal again. A dog's life is, well, for the dogs! And it looks like the king's Mushroom Retainer has a note for Mario from the Princess, along with a free Powered Racoon Suit.



thank heavens!
m back to my old
elf again.
Thank you so much.
Here is a letter
from the Princess.



Greetings,

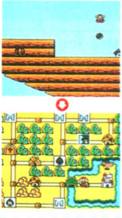
If you see any
ghosts, be careful.
They will give chase
if you turn away.
I have enclosed a
jewel that helps
protect you.

Princess
Toadstool.

SPECIAL TIP

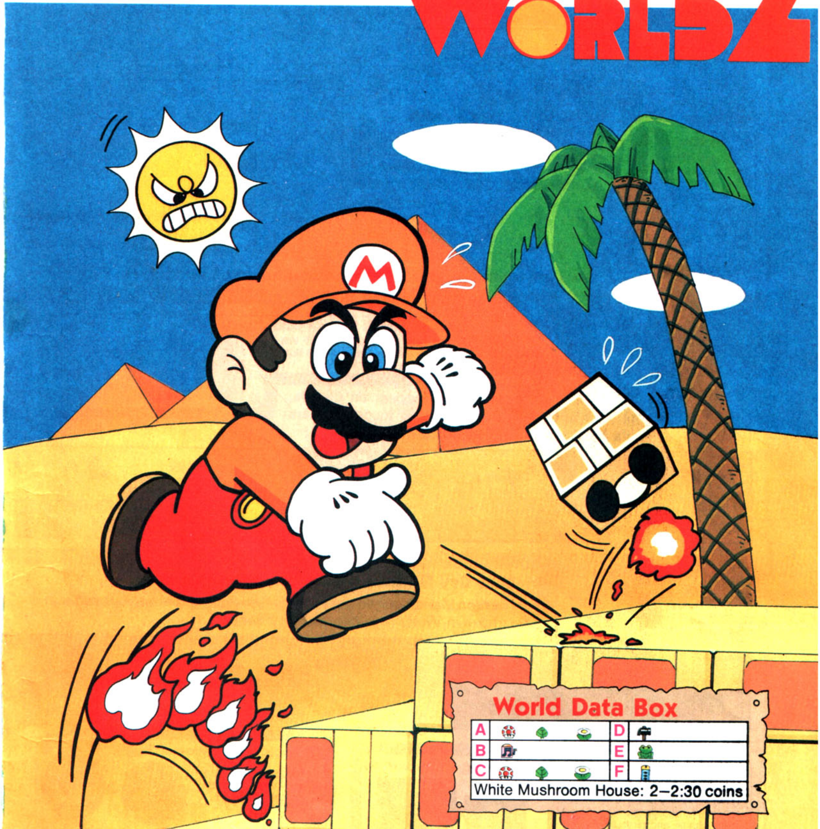
If At First You Don't Succeed, Try Again!

If you don't beat Larry the first time, you can try again. However, the airship will flee to another spot on the Map Screen. It will try to take a position beyond unfinished sections of the world. But the Anchor will prevent the airship from getting away.



WORLD 2

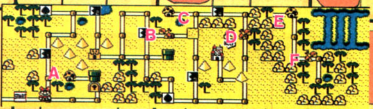
KOOPAHARI DESERT



World Data Box

A	🍄 🍃 🌼	D	🔨
B	🎵	E	🐸
C	🍄 🍃 🌼	F	▮

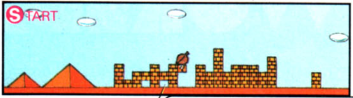
White Mushroom House: 2—2:30 coins

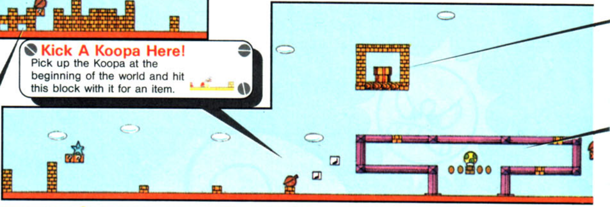


WORLD 2-1

Ruins Of The Mushroom Pharaohs

In these ancient ruins, Mario plays archaeologist and leaves no stone unturned in search of coins and Power-Ups!



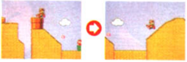


Micro-Goomba
You'll see the Micro-Goomba's feet right before he leaps at you. Try to get the jump on him!

Kick A Koopa Here!
Pick up the Koopa at the beginning of the world and hit this block with it for an item.

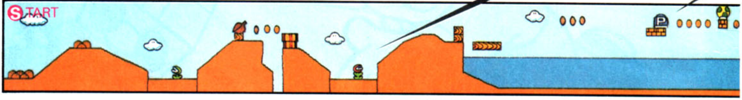
WORLD 2-2

Hold The B Button And Jump!
It's easy to make jumps like this one if you hold down the B Button as you leap.



A Challenging Oasis!

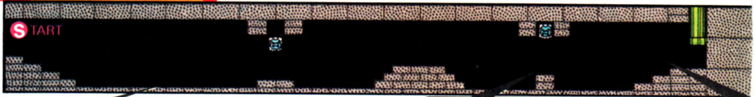
Collect 30 or more coins in this level, and the White Mushroom House will appear on the Map Screen. It's a tough feat and takes practice!



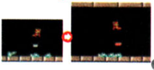
WORLD 2 FORTRESS

Use Dry Bones To Get Unlimited 1-Ups!

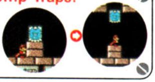
As Racoon Mario, you can use a similar technique to the one you used with Goombas in World 1-2 here with Dry Bones.

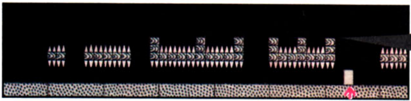


Dry Bones Comes Back After Being Stomped!
If you get three Dry Bones together, as Racoon Mario you can stomp them repeatedly without touching the ground, gaining more and more points and eventually, 1-Ups.

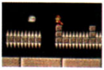


Trick The Thwomp Traps!
Trigger the Thwomp and run through as it's going back up.



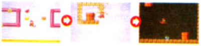

BOOM-BOOM'S ROOM

Sticky Ceiling Spikes
Take the high road or the low one, it's up to you; just watch out for Boo Diddly.



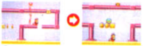
A Sky Pipe Surrounded By Blocks!

As Racoon Mario, fly up to the Sky Pipe. Hit the Switch Block inside to reveal coins.



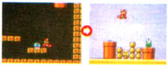
Tail Attack Tactics!

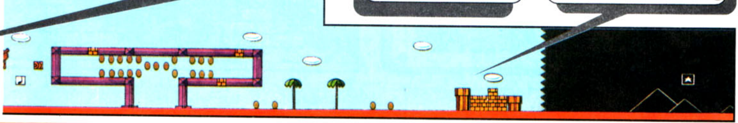
Although the tail won't defeat every enemy, it will work on Fire Snakes. Be sure to get the 1-Up this one guards.



Another Secret Bonus Stage

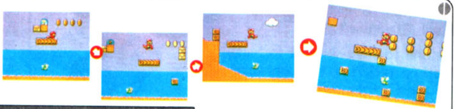
The last pipe in the world leads to a room with a Switch Block. Hit it, leave quickly and collect the coins here.

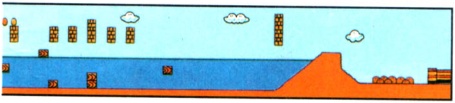




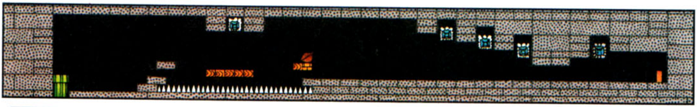
How To Collect 30 Coins

Collect the visible coins and make the Switch Block appear. Jump off the platform and swim left. The platform will be there; get on, hit the Switch Block and get all the coins that were blocks. Make a running, Koopa assisted leap off the platform to get the last four!



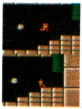


Your reward is the Anchor! Use it to keep the Airship from moving.



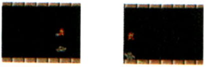
Mario Knows Diddly!

If you turn your back on Boo Diddly, he'll chase you, but if you face him he'll stay put.



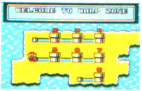
Beat Another BOOM-BOOM

Another BOOM-BOOM waits for you here. He's pretty similar to the last one—so stomp him quick and you won't have any problems.



SECRETS OF THE WARP WHISTLES

The Whistles let you travel to any world you want to visit. Once you have found a Whistle, use it when you're on the Map Screen, and you'll be transported to World 9, the Warp Zone. Use this chart to plan your trip.



WORLD 1
WORLD 2~6
WORLD 7~9

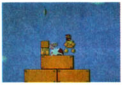
WORLD 2-3

Riches Of The Pyramids

The pyramids of the Mushroom Pharaohs loom ahead. Although filled with coins, they are daunting obstacles.

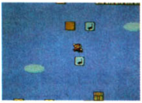
Get These Power-Ups!

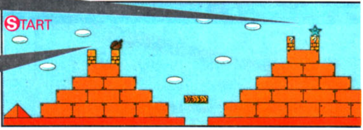
Once again, use a Koopa to get the items in these blocks if you're not Super.



Neat Stuff In The Sky!

Don't pass up the Switch Block in the sky. Drop straight down after you hit it for a big load of coins and a 1-Up!



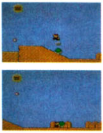


WORLD 2
DESERT

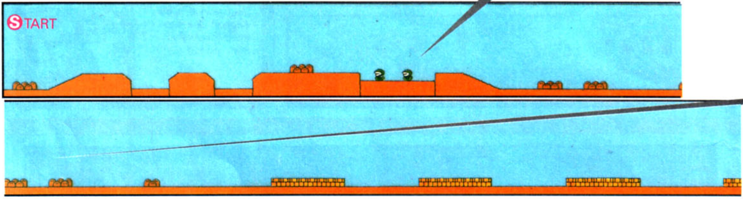
Evil Elements!

Natural forces will work to halt Mario's progress through this world—a sinister sun and terrible tornado.

Capture The Koopa Troopa!



Don't kick this character after you stomp him, but pick him up and take him with you. You'll need him later, trust us . . .



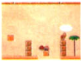
WORLD 2-4

Take The High Road For a Big Load!

You have your choice of ways to go here, but we definitely recommend the upper path, because it's guarded by fewer enemies and offers chances at many more coins!

Get The Power-Up In The Floating Block!

Grab a Koopa, get on the ground to the left of the floating block and let the Koopa go. Jump for the item!

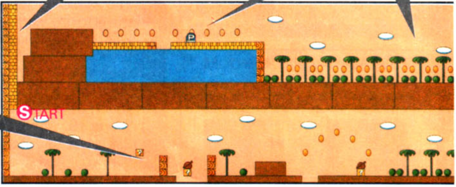


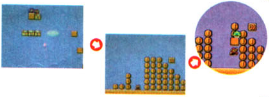
Take Mario To A Higher Ground!

As a Racoon, fly up to the upper left corner, breaking bricks as you go.

Coin Heaven—Without Clouds!

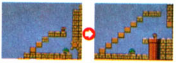
Not only are many coins to be had here, but two Switch Blocks can turn all the blocks into extra coins!

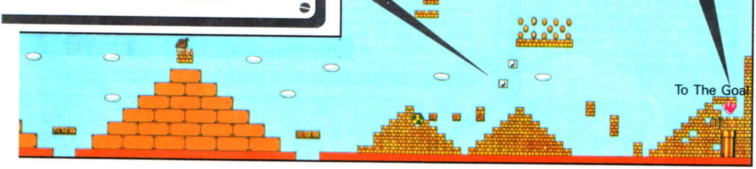




An Imposing Obstacle

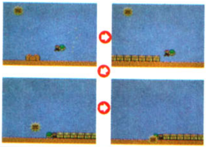
To clear the blocks away from the exit pipe, stomp one of the Koopas twice and get out of the way!

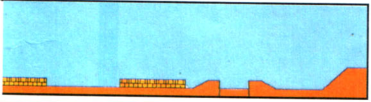




Ride The Whirlwind To Danger!

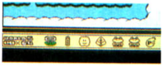
Run towards the right with your captured Koopa, and when you get to the tornado, jump directly into its center. If you time your jump correctly, it will carry you a long way. When you land, the sun will try to set on your head. Let him have it with the Koopa!

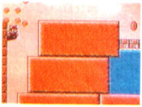


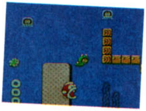


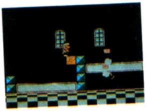
Mario Has Limited Carrying Capabilities

You can collect up to 28 items from the Hammer Bros. and Toad's House. If you get a 29th, it will erase the last one in the box. So make timely use of your items!



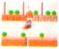






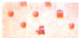
Quick Collection!

Get a running start and fly. Underneath this platform, a veritable shower of wealth will fill Mario's pockets!



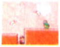
Clean Up The Place With a Switch Block!

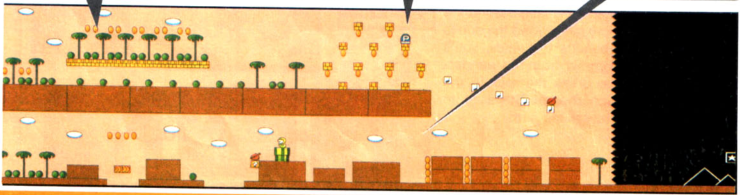
Don't break these blocks, but find the Switch Block and turn them into coins.



Boomerang Brother Ambush

Wait until the Boomerang Brother throws two boomerangs, then rush him.





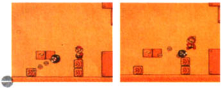
WORLD 2-5

Climb A Vine To A Secret Room

Just like in the original Super Mario Bros., some blocks have vines inside of them. The vine in this world leads to a path of clouds that will take Mario to a sky pipe and to a bonus coin room.

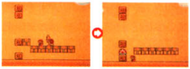
Poor Chain Chomps . . .

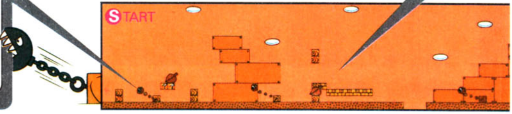
Talk about getting no respect! Because of their chain, these Chain Chomps can't get at Mario—or can they? If you stand there and watch one for 160 timer seconds, his chain will break and he'll have one chance to get you.



The Case Of The Helpful Koopa

Yet again, a Koopa Troopa can unwittingly help Mario retrieve a Power-Up item by clearing away the blocks from around the Wood Block it's hidden in.





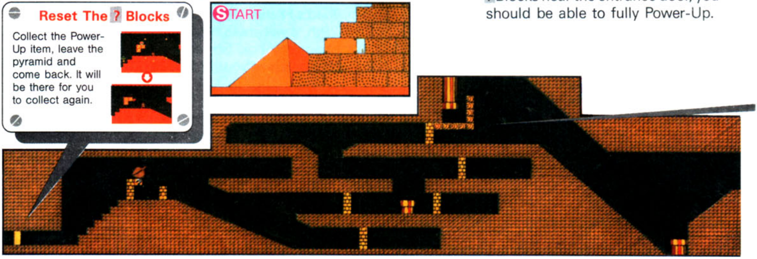
WORLD 2
PYRAMID

Raid The Lost Pyramid Of Mushroomkhamen

Walls seal off portions of the pyramid. You must either use Buzzy Beetle to break these down, or your Racoon Tail. Since you can reset the ? Blocks near the entrance door, you should be able to fully Power-Up.

Reset The ? Blocks

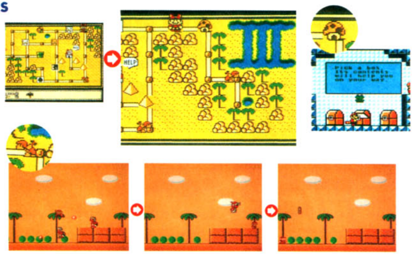
Collect the Power-Up item, leave the pyramid and come back. It will be there for you to collect again.



SPECIAL TIP

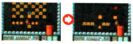
Beyond The Sand Dunes

In a later world, a letter from the Princess will tell you that bandits have taken a Whistle beyond the Sand Dunes. Well, to get beyond the dunes and bring those bandits to justice, you'll need to get the Hammer from the wandering Hammer Bros. Break the rock in the upper right hand corner of the Map to reveal the path.



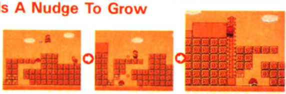
Sky Pipe To Bonus Coin Room

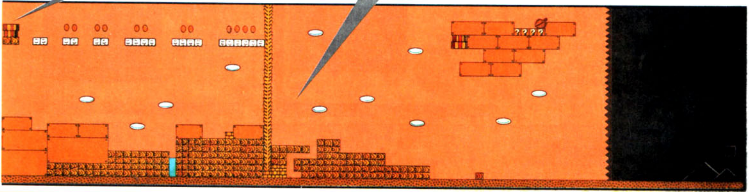
Break just enough blocks to clear your way to the Switch Block. Then activate it and collect!



This Vine Needs A Nudge To Grow

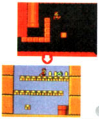
Kick a Koopa into one of these small pits and it will break the block so the vine can sprout. Climb it to the clouds.





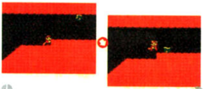
Use A Hidden Block To Enter The Secret Room

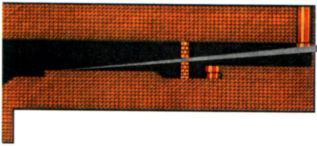
Make the invisible block appear and use it to enter the pipe. Inside, there's a chance to get a lot of coins, and a 1-Up that's hidden off the top of the screen, fifth block from the right.

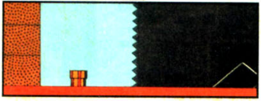


Buzzy's On The Ceiling!

That tricky beetle, Buzzy, has a new tactic to ambush Mario. He'll fall off the ceiling when you get close. Be ready to jump over him as he spins toward you.

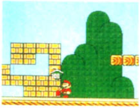


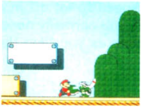




Special Turtle Techniques

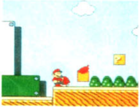
Release a Koopa as you hold it over a pipe or block, and it won't return if you back track.





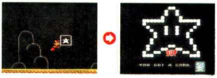
Holding a turtle in front of you as you run will protect you from a frontal attack.

Release a turtle one block away from a pipe or wall, and it won't hit you as it bounces back.



Increase Your Chances Of Collecting 5-Up!

You get 5-Up for three Star Cards. To collect a Star Card at the end of every world, run towards the goal while holding down the B Button, and jump at the card at a 45 degree angle.



WORLD 2

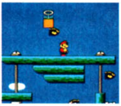
AIRSHIP

It's The Morton Koopa Jr. Show!

Mean old Morton has turned the King of the Koopahari Desert into a spider. Being one of the older Koopalings, Morton's ship is more advanced than Larry's, and more dangerous! There are a couple of places to use extra caution.

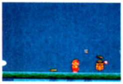
A Single Chance To Power-Up!

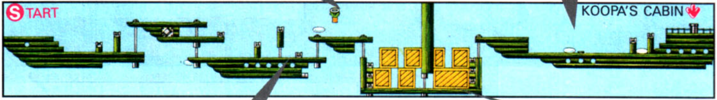
Grab this item; it's your only chance to Power-Up on Morton's Airship, and you'll need it.



Rocky Wrench, Ninja Turtle

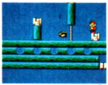
He's not a mutant or a teenager, but Rocky is a turtle and he does toss ninja throwing wrenches! He's also a major nuisance in World 8.





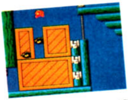
A Strategically Placed Cannon

Although the Airship's layout seems chaotic, this cannon is placed to be particularly menacing to intruders.



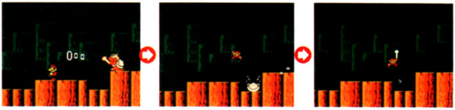
It's A Real Obstacle Course

This is the most hazardous part of the Airship. Once you see the floor of the ship scroll into view, run like a madman through the maze of crates!



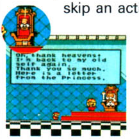
Morton Koopa Jr. Is A Real Grouch!

"Grrr . . . Mario, I ain't feelin' too good today. My hair looks terrible and I can't be bothered wit' you. So come over here where I can blast you wit' dis here wand. (We'll just see if you can stomp me on the head three times. I may be slower than little Larry, but I'm faster on the draw.)"

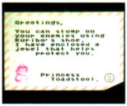


Morton's Show Is Cancelled!

Mario has done it again and the King of the Koopahari is back to his handsome self. The Princess has also left Jugem's Cloud behind for Mario to use, a magical item that lets him skip an action scene.



Oh, thank heavens!
I'm back to my old
self again.
Thank you so much.
Here is a letter
from the Princess.



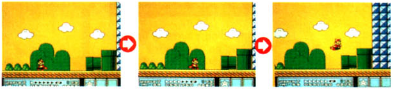
Greetings,

You can stomp on
your enemies using
Kuribo's shoe.
I have enclosed a
jewel that helps
protect you.

Princess
Toadstool.

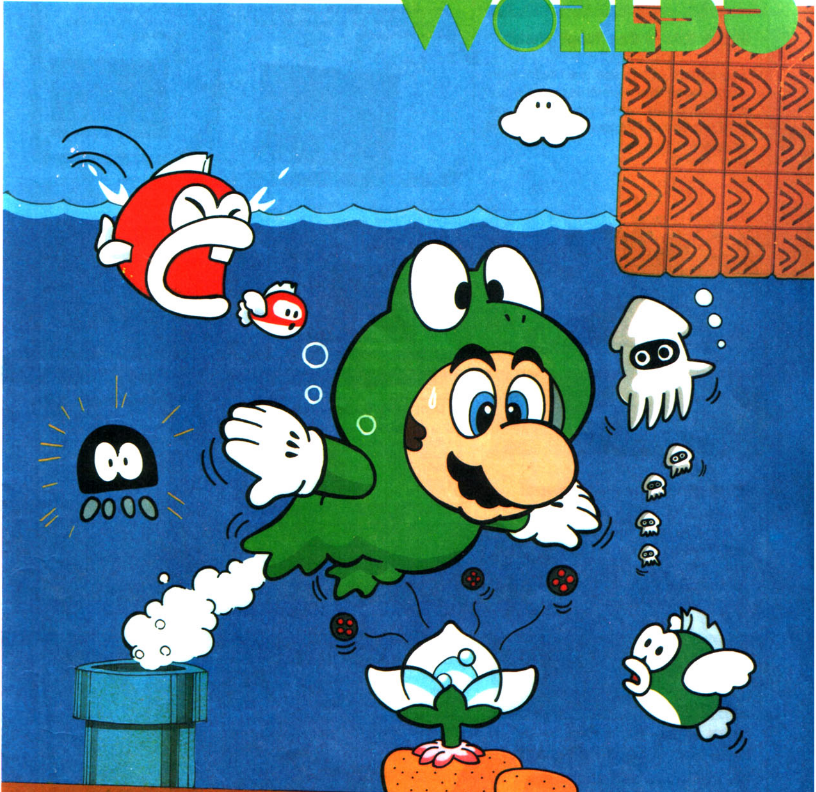
Taking Off On A Short Runway

By running back and forth while holding down the B Button, you can get up the speed to lift off in a smaller area than you normally need. Start flying as soon as you hear the whistle.



WORLD 3

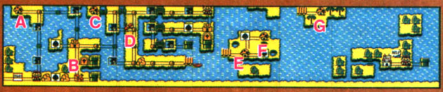
ISLAND WORLD



World Data Box

A	🐸	E	🍃 🌼 🐸
B	🔨	F	🍃 🌼 🐸
C	🍃 🌼 🐸	G	🍄 🍃 🌼
D	⭐		

White Mushroom House: 3–8:44 coins



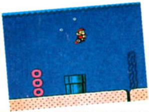
WORLD 3-1

Ocean Side Is One Tough World!

The critters in the sea are mean, lean and hungry! Since water is the primary element in this world, we recommend the Frog Suit or Firepower as the choice of gear.

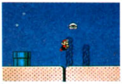
Don't Lose Control

A strong current flows out of many of the underwater pipes. Don't let the flow make you lose control, but swim through it as quickly as possible.



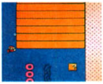
Blooper Alert!

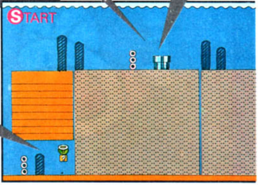
Bloopers are a constant underwater hazard. Swim with care when you see one.



A Power-Up In The Deep

Go straight down at the beginning of the world to find a Power-Up. You should always collect Power-Ups, because they're worth 1,000 points.





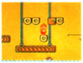
WORLD 3-2

Charging Cheep-Cheeps!

Those pesky flying fish, the Cheep-Cheeps, are back and more bothersome than ever! It's best to use firepower to fry them, but you can also stomp them.

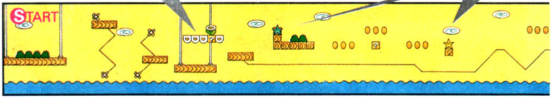
Dropping Donut Lifts

Donut Lifts flicker and fall if you stand on them for a few seconds. Look out below!



Get Three Starmen In A Row

If you get the first Starman and then hit the two indicated ? Blocks while you're invincible, there will be Starmen instead of coins inside! It's a tricky maneuver, but worth the effort for triple invincibility!



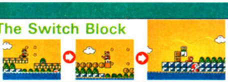
WORLD 3-3

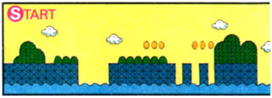
Boss Bass—He's Big, He's Bad And He's Hungry!

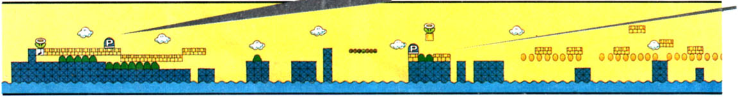
We think you'll dislike Boss Bass. He can swallow you whole even if you're fully powered-up! Plus, the land in this world rises and sinks, putting you right within his reach!

Use The Koopa To Hit The Switch Block

Once you hit this Switch Block, you can collect some extra coins, and try for the Power-Up in the Note Block. But keep an eye on Boss Bass!

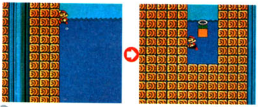






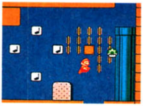
Go Over The Top For A Power-Up

By jumping at the water's surface, you can get on top of this island. Once there, you'll find a Power-Up.



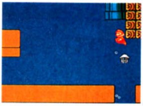
A Tricky 1-Up To Collect

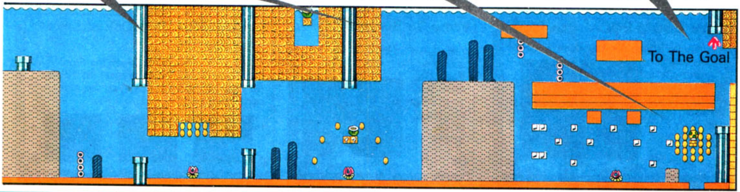
The 1-Up in this block will drop into the pit below if you're not careful.

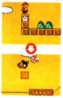


Ride The Current

A current boost will carry you past this Blooper at high speeds. Go for the goal!

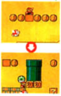






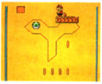
A Switch Block Makes A 1-Up Accessible

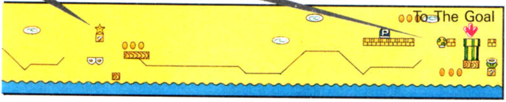
Hit the Switch Block and while its magic is in effect, it's easy to get the 1-Up in this invisible block.

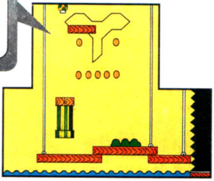


Go Racoon Mario!

As Racoon Mario, you can fly up to this area and score a few extra coins!

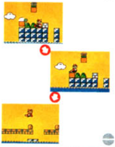






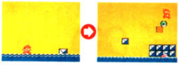
Another Helpful Switch Block

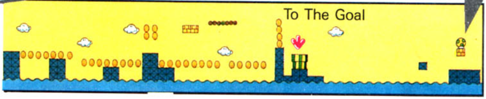
Use an Ice Block to make the Switch Block appear; activate it, and the coins will turn into a bridge to the goal. Boogie across the bridge (holding the B Button as you run) and Boss Bass won't be able to catch you.

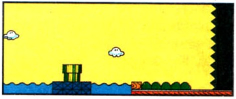


Not For The Faint At Heart

If you're feeling brave, go for this 1-Up. But first get rid of Boss Bass with a fireball if you can.







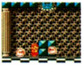
WORLD 3
FORTRESS

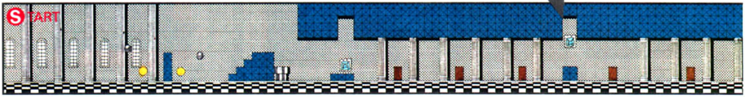
This Is A Complicated Fortress!

The doors in the fortress lead to a flooded "back" stage. Most of the doors will just waste your time if you take them, so follow the map carefully.

Boo Diddly Sandwich!?

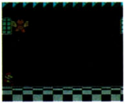
Be sure to give both ghosts a look as you wait for Thwomp to reset, or one of them will get you.





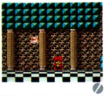
This BOOM-BOOM Can Fly!

You'd better stomp this guy three times as fast as you can, otherwise, he'll sprout wings and fly about the room. Then he's really tough to defeat.



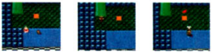
Warp To BOOM-BOOM

Although it's difficult to do, if you enter the third door and press Up again fast, you can go straight to BOOM-BOOM.



Repeated Item Collection Is Possible

Going back and forth between the Front and Back of this stage will reset the Power-Up items in the Back Stage, so you can collect them again.

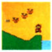


WORLD 3-4

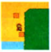
Automatic Unlimited Lives Equals A 1-Up Factory!

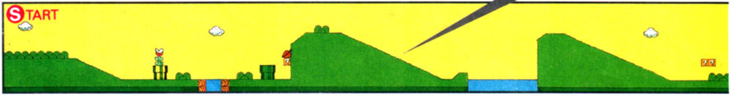
Most methods for getting unlimited 1-Ups involve skill and practice. In this world, the technique works automatically.

The Jet Coaster Jump



Slide down the hill and wipe out the Goombas. At the last second, jump and you should make it over the pond.

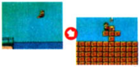




WORLD 3-5

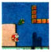
Racoon Mario Can Make It

On top of these islands, there are T-shaped structures that contain 10-Coin Blocks.



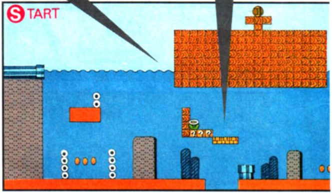
Big Bertha And Her Babies

Big Bertha won't try to eat you, but she'll send her baby Cheep-Cheeps after you.



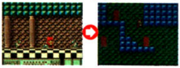
Four 1-Ups For Frog Mario!

By now, you know that the Frog Suit makes it much easier to swim in the water worlds. Also, certain underwater pipes can be entered only if you're wearing the Frog Suit. The secret rooms you reach usually have valuable things inside, like 1-Ups.



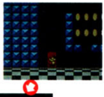
Take This Door To BOOM-BOOM

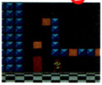
If you're in a hurry to get through the Fortress, head for this door and go straight to BOOM-BOOM's Room.



The Last Door Leads To A Secret Coin Room

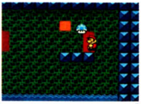
An invisible block directly above the door in this room will allow you to collect all the coins here.

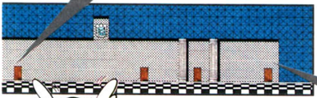


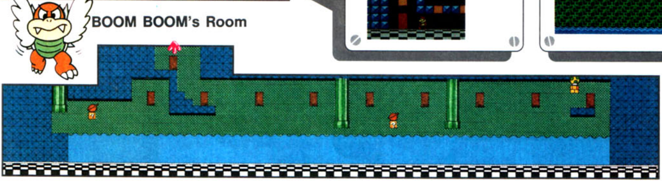


An Easy 1-Up

This 1-Up is easy to get to if you take the correct door. Hit the ? Block so the 1-Up falls to the right.

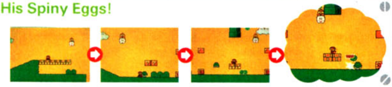


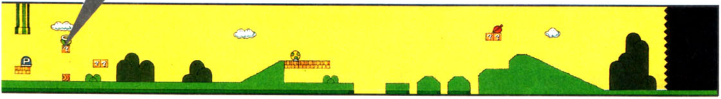




A 1-Up Factory, Courtesy Of Lakitu And His Spiny Eggs!

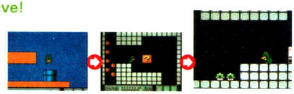
Get rid of the two Para-Goombas. Go right until Lakitu appears, then back track left. Capture a Koopa, and kick him so he oscillates under the Piranha Plant, then stand under it on the platform. The Koopa will hit Spinys for points and then 1-Ups!





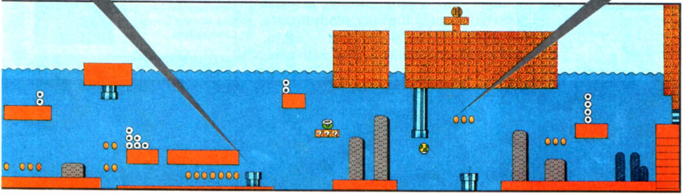
A Frog Suit Exclusive!

Wearing the Frog Suit, you can get into this pipe. Hold Left as you enter so you can get to the giant ? Block.



Go Against The Flow For A 1-Up!

Swim against the current here and you'll reveal a 1-Up in an invisible block.



To The Goal

WORLD 3-6

Donut Lift Danger!

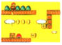
In this stage, there are times that dangerous Donut Lifts are your only stepping stones, making for some precarious spots!

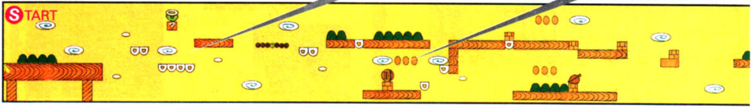
Don't Just Stand There, Jump!

Wait until the last second to jump onto these Donut Lifts, and move along quickly.

Use A Koopa To Collect Coins

Kick the first Koopa you meet so it goes right and it'll score 10 coins for you.

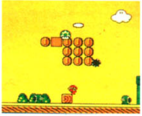




WORLD 3-7

A Switch Block In The Sky

If you already have the 1-Up, don't bother going towards the left, but head right to the smaller cloud island and get the Magic Note Block.

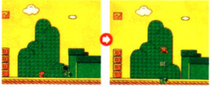


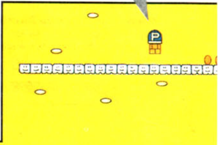
Spike's Place

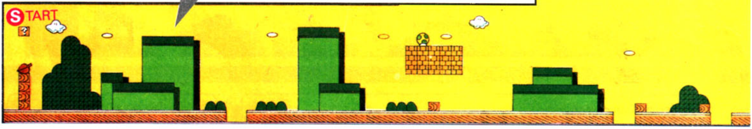
A spacious stage with big, grassy blocks, this area is the home of a new enemy, Spike. It also features a Cloud World and a way to finish off the stage in Coin Heaven.

Meet Spike!

Spike attacks by magically producing a spiked ball and tossing it at you. Avoid the ball and stomp him. He's not too tough if you're careful.







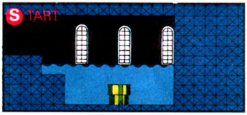
WORLD 3 FORTRESS

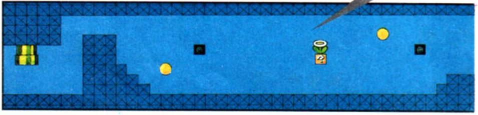
Flooded Fortress

This water-filled fortress is the home of another new enemy, Stretch, a ghost who hides under the floor, ready to ooze out and scare you. He can't be defeated, so you have to sneak by him with care.

Your Only Power-Up Item

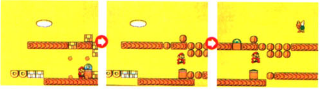
Grab it, especially if you're only Super. Firepower will help you take out the Cheep-Cheeps here.

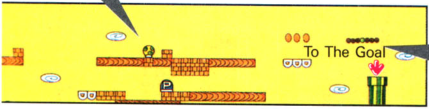




Collect A 1-Up And Some Coins

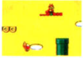
Make the Switch Block appear with an Ice Block, then cause the 1-Up to appear and fall right. Be ready to catch it when it falls through the coins after you activate the Switch Block.





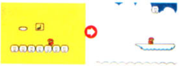
Look Out For The Rotary Lift

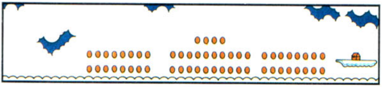
Time your jump to the lift so you land when it stops spinning. Then get to the goal pipe fast!



Go To Coin Heaven Again!

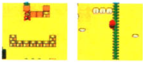
Make the Magic Note Block appear and launch yourself to Coin Heaven. You'll get bonus coins, a free Jugem's Cloud and finish off the stage there! Neat!





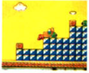
Make The Vine Grow And Climb It!

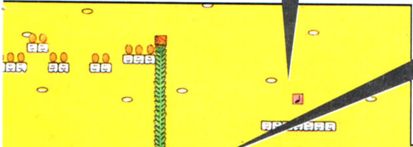
Hit this block from underneath and then jump up onto the vine.

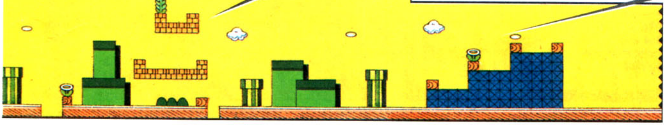


Bouncing Wood Blocks

You can use the bouncing Wood Block here to attack the enemies when they're next to the block. One contains a Power-Up item, also.

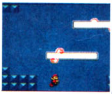






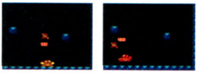
Heeeeeeeeeeeere's Stretch!

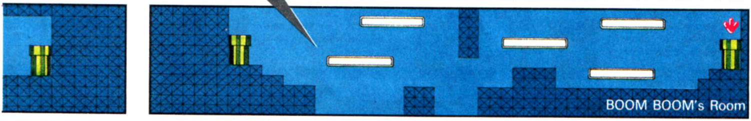
We recommend the indicated path if you're Super, but if you're Small, you can take any way you want.



BOOM-BOOM Is Flighty

A flying BOOM-BOOM controls this Fortress and there are floating blocks that will get in your way if you try normal tactics. Fight him in the center of the room.





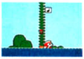
WORLD 3-8

Tidal Terror!

This is one of the toughest stages in the game. Boss Bass is back, the tides go deeper and leave you nothing to stand on, and the islands are smaller. You have to get to the safety vines fast!

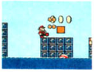
Life Saving Vines

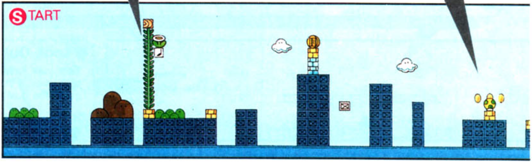
Hit the block with a Koopa, an Ice Block, or your Racoon Tail to make the vine grow. Take a rest at the top until the tide goes down, then run for it!



Use A Koopa To Get This 1-Up

Be sure to pick up this 1-Up; you're going to need it!





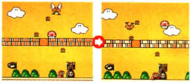
WORLD 3-9

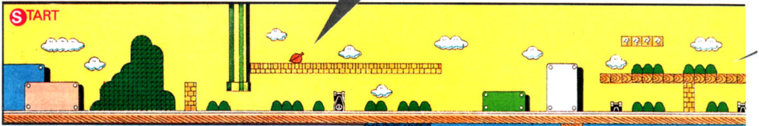
Tricks And Strange Phenomenon

There are a couple of neat tricks you can try in this world, but be warned: they are somewhat difficult to pull off!

Get Rid Of That Para-Goomba

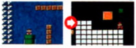
If you're Regular Mario, hit the sixth brick from the left and a Mushroom will come out. If you bump the Mushroom from below again, the Para-Goomba will bite the dust.

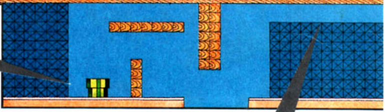




A Free Frog Suit—What A Bargain!

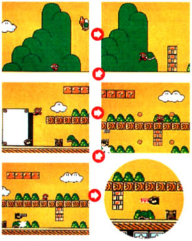
Go down this pipe and hold Right. You'll enter a secret room with coins and a Frog Suit!



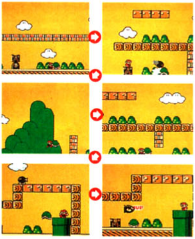


Two Ways To Get Unlimited 1-Ups In One World

In the first method, capture the Koopa Paratroopa at the beginning of the world, then kick him so he goes back and forth between the two cannons. You'll need to immediately get on the blocks above the cannon and stand where the wall is (see photo for positioning). The Koopa will bounce between the two cannon and hit the bullets for points and then 1-Ups!

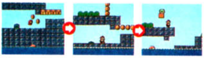


The second method is similar, but involves a different positioning of Mario. You also need to go back and get the Koopa Paratroopa again, which might be a hazardous undertaking. First break down the wall with the Koopa, go back and get him again and send him bouncing between the pipe and a cannon. (See the screen shot for where to stand.)



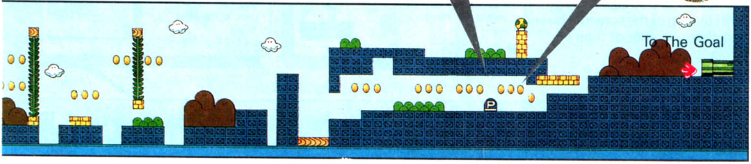
More Switch Block Magic!

Hitting the Switch Block will make it possible to collect the 1-Up, and to get the 44 coins in this world you'll need to make the White Mushroom House appear!



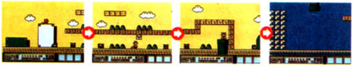
It's Slow, But It Works

Kick a Koopa so it bounces between the Switch Block and the wall. If you wait, it will hit Boss Bass for points and 1-Ups.



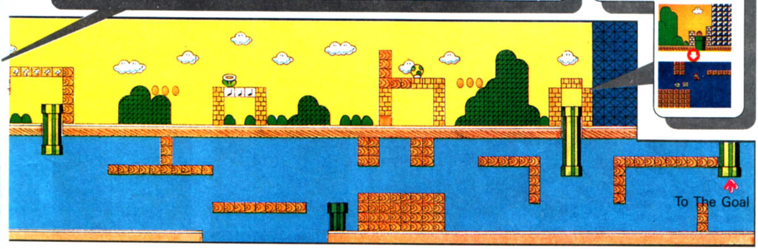
How To Make Mario Invisible (That's Right, Invisible!)

Clear the way to the first pipe leading to the aquatic portion of this stage. Kneel on the white block until you drop into the background; then make a run for the pipe. If you're still in the background when you go down, when you come out, you'll be invisible!



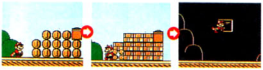
Take Along An Ice Block

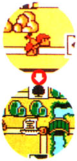
You can often take an Ice Block or Koopa down a pipe with you. Then you'll have a weapon to use against enemies you encounter there.



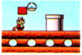
How To Turn A Wandering Hammer Brother Into A Treasure Ship

Collect a number of coins that is a multiple of 11. Make the tens digit in your score (the second number from the right) match the multiple of 11. Stop the timer at the end of the stage on an even number. One possible combination would be: 11 coins, score 9,310, timer 104. This works only in Worlds 1,3,5 and 6.

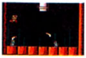


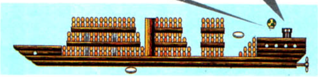


After you get all those coins, don't miss this 1-Up.



Battle the Boomerang Brothers in the cabin of the Treasure Ship.





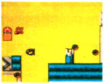
WORLD 3
AIRSHIP

You can jump over some of the walls in this warship, even though the gap you go through is off the top of the screen. This can save you a lot of time and effort.

Wendy O. Koopa's Wondrous Warship!

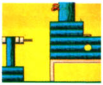
You Can Do It!

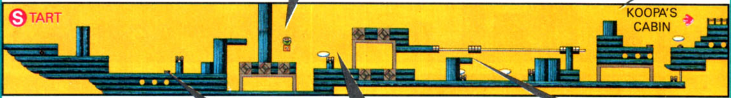
Although the automatic scroll of the Airship makes it tough, you can collect this Power-Up!



Through An Unseen Gap!

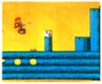
If you hold down the B Button and jump at this wall, you can make it over to the other side!





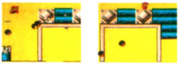
Another 1-Up Opportunity

Jump on the three Rockys and Bullet Bill without touching the Airship's deck 10 times and you can score two 1-Ups.



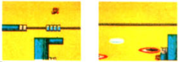
Use Your Momentum

If you jump on top of an enemy or cannon ball and hold down the A Button, your momentum will give you an extra boost of height to your leap.



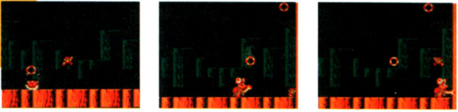
A Kooky Mode Of Transportation

Jump repeatedly on the Bolt Lift and it will take you across the gap. In this case though, it might be easier to take the low road and just avoid the flame jets.



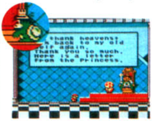
"Hey Mario! Try some of my candy rings, I think you'll be surprised how they taste! (I hope Mario falls for this trick . . . He doesn't know that these sweets are deadly—yet!)"

Wendy O. Koopa's Candy Rings Ain't Sweet!

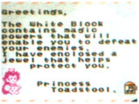


Onward To The Land Of The Giants

The Island World was tough, but Mario made it through and returned the king to normal. Off on the horizon, Mario can see the Giant World coming up—it looks pretty overwhelming!



thank heavens!
m back to my old
elf again.
Thank you so much.
Here is a letter
from the Princess.



Greetings,

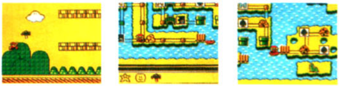
The White Block
contains magic
powers that will
enable you to defeat
your enemies.
I have enclosed a
jewel that helps
protect you.

Princess
Toadstool.

SPECIAL TIP

Mario's Ocean Adventure!

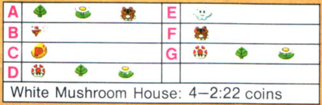
To completely explore the large Island World, Mario must get a Hammer from a wandering Hammer Brother and use it to open the path to the Canoe. He can then sail to islands with Mushroom Houses and Bonus Games on them.



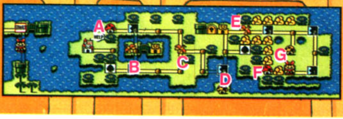
WORLD 4

LAND OF THE GIANTS

World Data Box



White Mushroom House: 4–2:22 coins



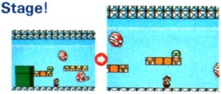
WORLD 4-1

It's The Land Of The Giants!!!

Everything in this world is larger than life! Giant Koopas and Goombas are common. Although these characters look fearsome, they can be kicked and carried like their smaller relatives.

A Double 1-Up Bonus Stage!

Big Bertha is back, guarding two 1-Ups in this secret area. Make the 1-Ups appear one at a time, because two can't be on the screen simultaneously.

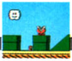


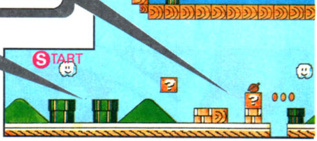
Even Giant Koopas Duck When Mario's Around

Yes, they're big, but they're still the same brainless Koopas we know and love. Even when he's Small, Mario can take them on easily!

Different Timing Is Necessary

Even if you stand right next to the pipe, Giant Piranha Plants will still go in and out. So, make a dash over this pipe when the Piranha Plant is going down.





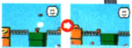
WORLD 4-2

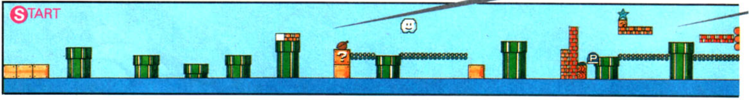
Oh No! A Giant Size Water World!

The land rises and sinks here, but fortunately, Boss Bass isn't around. There are lots of Cheep-Cheeps to give you a headache though, mainly towards the end of the stage.

Use an Ice Block To Knock It Out!

Hit the big ? Block with an Ice Block to get the Power-Up inside.

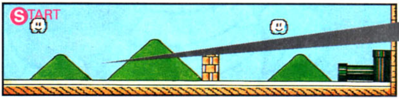




WORLD 4-3

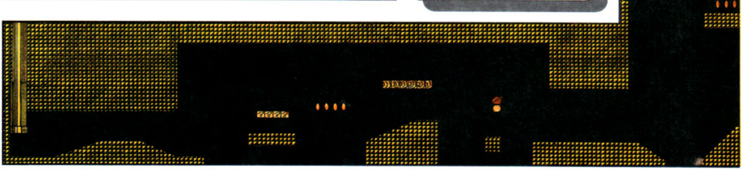
Say Hi To The Sledge Brothers!

These tubby turtles are relatives of the Hammer Bros. They attack by throwing sledge hammers, and are so heavy that when they jump and land, a small earthquake occurs.

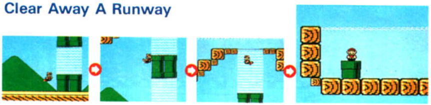


Getting Past The Big Guys

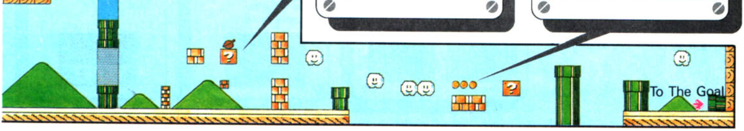
If you have Starman in your inventory, you might want to use it now. Sometimes, you can run underneath the brothers as they jump.



Clear Away A Runway

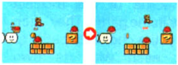


Grab the Koopa Paratroopa and ditch him in the pipe, as described earlier. Next, clear away all the blocks and fly into the upper waterfall. Then you can make it to the Bonus Stage.



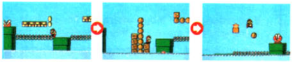
Unexpected 1-Ups For Racoon Mario

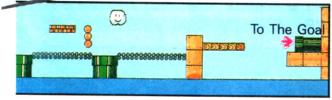
Use the repeated stomping method on these Koopas to get 1-Ups. It's very tricky to do!



Get 22 Coins And The White House Will Appear!

Act fast to collect coins after you hit the Switch Block. If you get Starman, it will be easier to collect all 22.





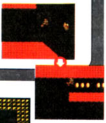
SPECIAL TIP

Stay Close And They Won't Hurt You, Right?

Usually, if you're right next to Bullet Bill or a pipe with a Piranha Plant inside, you can't be hurt by them. But in the Giant World, it doesn't always work that way. Giant Piranha Plants won't notice you and still go in and out.

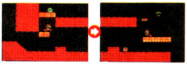
Fly Up And Get Some Coins

Wait until Spiny has dropped off the ceiling, stomp Buzzy and your runway will be clear. Fly to the ceiling for some bonus coins.



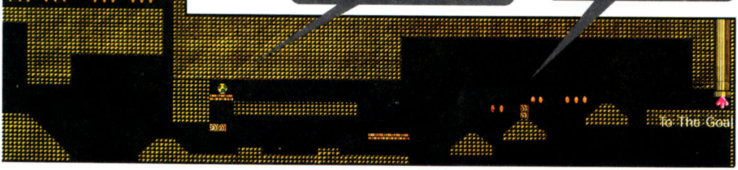
Hit The 1-Up

Once the 1-Up appears, it will go right. You should follow and collect it, but don't be too eager—Spiny's on the ceiling waiting to get the drop on you!



Bouncing Blocks To Buffet You!

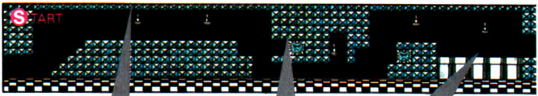
There isn't anything in these bouncing Wood Blocks, so just jump over and past them.



WORLD 4 FORTRESS

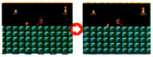
Another Tricky Fortress

The Fortresses in SMB3 contain some of the trickiest areas in the game. They often give you a choice of paths to take, each with its own dangers. It's up to you to choose which way you like best, since both are dangerous.



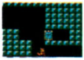
Hot Foot

Turn your back on Hot Foot, the living candle flame, and it will chase you, just like Boo Diddly.



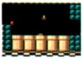
Horizontal Thwomp Traps

This Fortress seems to have Thwomp Traps placed wherever there is space for them. If you don't like these traps, take the alternate route.



Dry Bones Galore

A trio of mummified turtles and a ghost make this way dangerous. Take the center pipe to get here.



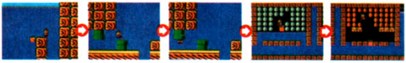
WORLD 4-4

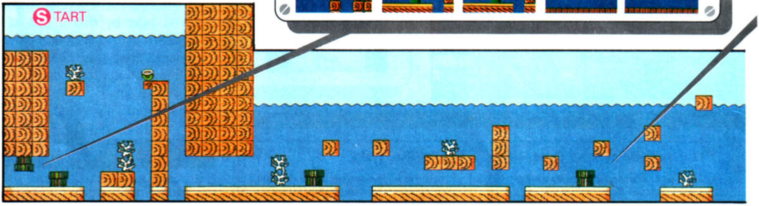
Lakitu's Anti-Submarine Campaign

Lakitu has always had a grudge against Mario. He can't even let Mario take a swim without dropping those blasted Spinys on him.

Beat The Current To A Secret Room Full Of Coins!

If you start on the ledge where the Power-Up is and drift down and left from there, you can make it to this pipe without a Frog Suit.





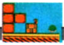
WORLD 4-5

Tanooki Suit Bonus Stage!!!

You have to like the Tanooki Suit. Not only is it cool looking, it gives Mario the power to turn into a Statue.

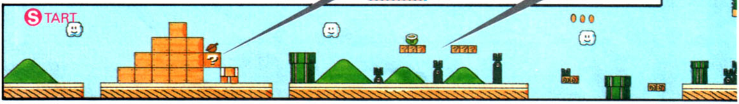
Employ A Koopa

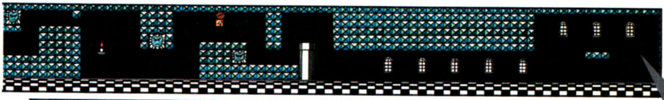
It's a tricky move, but you can grab the giant Koopa and use it to get this Power-Up item.

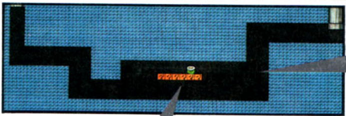


Guided Missile Bill

Flashing Bullet Bills go back and forth in search of their target.

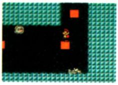






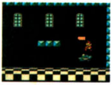
Invisible Blocks Are The Only Way Out!

Be sure to face the ghost as you make these blocks appear. And remember, those Dry Bones will come back to life!



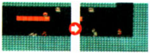
BOOM-BOOM's Back To Normal

Well, at least he isn't flying. But there is a rather awkward ledge in the room that restricts your freedom to jump.



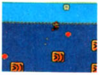
A Haunted Power-Up

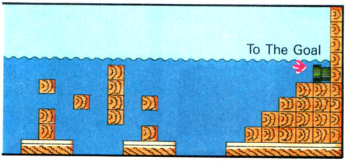
Be careful when you go after this Power-Up. Chances are, Boo Diddly will be coming after you!



Lakitu's Waiting For You

When you exit the bonus stage, Lakitu will be waiting for you. Don't let the current thrust you into a Spiny!

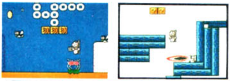




SPECIAL TIP

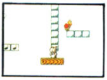
Statue Mario Is A Powerful Form!

The Tanooki Suit has the power to turn into an invincible Statue for 5 seconds. But it's not generally known that this power can be used offensively against enemies like the Lava Lotus.



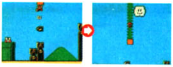
Think Small!

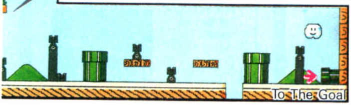
Statue Mario can fit through small gaps.



Climb A Vine To A Nifty Bonus Stage

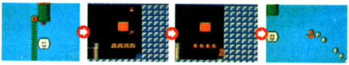
Jump on top of Bullet Bill to hit the Vine Block and to boost yourself onto the vine.





A Tanooki Suit For You!

When you enter the secret room, get the Tanooki Suit first. Then hit the Switch Block and quickly exit the room the same way you entered. Follow the trail of coins on your way down.



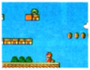
WORLD 4-6

Here's a stage where you can change the size of the giant enemies. Two magic doors accomplish this feat, and also make different items come out of the ? Blocks. In effect, this stage contains a giant side and a regular side.

Cut The Giants Down To Size

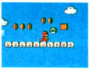
Giant Side 1-Up

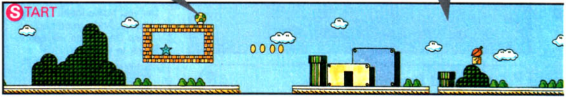
On the giant side of the stage, there will be a 1-Up in this block.



Regular Side Sky 1-Up

Fly on the regular side, and you'll find a 1-Up in the sky.

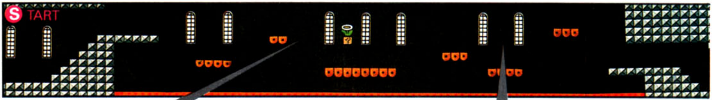




WORLD 4
FORTRESS

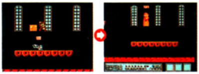
Fortress Of The Hidden Quarter

A Switch Block will open the way to a Hidden Quarter of the Fortress, which gives you a chance to gain some extra coins and, of course, 1-Ups; plus some extra practice with pipe maze tactics!



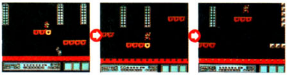
Defeat Dry Bones First!

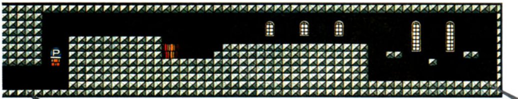
You'll have to act fast on these Donut Lifts. Stomp Dry Bones, collect the item and hit the road! Try not to panic!



Use The B Button Dash Here

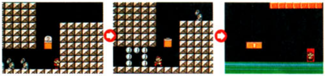
Hesitate on the upper donut lifts for just a moment and Dry Bones will fall into the lava. Be careful not to hesitate too long! When the coast is clear, hold down the B Button and run and jump to the upper platform.





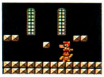
Reveal A Hidden Door!

When you hit the Switch Block the door to the Hidden Quarter will be framed by silver coins. Stand in the door and press Up to enter. The Hidden Quarter is the long way to BOOM-BOOM, but it gives you a chance for four 1-Ups and some coins.



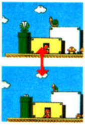
BOOM-BOOM's Back!

Get in position just to the right of the center floating block to take on BOOM-BOOM. Act fast, as usual.



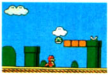
Magic Doors!

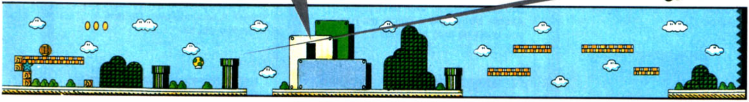
These doors not only change the size of enemies, but they also reset the items once they've been collected, making repeated collection possible. Powerful magic is at work here!

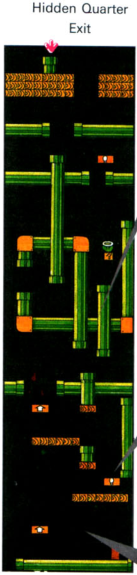


Regular Side 1-Up

On the regular side, there will be a 1-Up here in an invisible block. Be careful not to let this Koopa corner you!

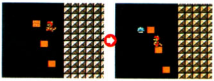


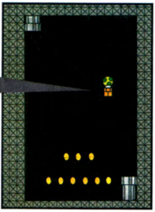




Use Hidden Blocks To Make Your Way To The 1-Up

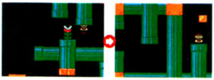
You'll catch a glimpse of the 1-Up Block as you fall. Make invisible blocks appear to form a stairway up to it. You'll have to jump up off the screen to reach this 1-Up.





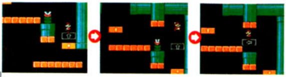
Go Up Through The Maze Of Pipes

Carefully observe the way these pipes function. You'll encounter similar pipe mazes and Directional Lifts in later stages, especially in World 7.



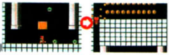
Directional Lifts!

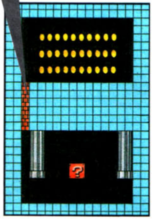
Every time you jump while riding on this lift, it will change direction. You need to plan which way you go carefully; if you hit your head on a wall while you're standing on it, the lift will disappear. You can jump off the lift, hit something, and get back on, and it won't fade away.



More Bonus Coins For Racoon Mario!

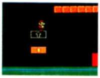
Fly up to the upper left corner of this room and you'll end up in another area where you can get 30 extra coins!





Arrow Lifts

These lifts will move in one direction, whichever way the arrow is pointing. They also disappear if you hit your head on something while standing on them. All Directional Lifts will also fade after a short time.



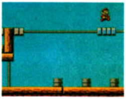
WORLD 4
AIRSHIP

Iggy's Airship Is A Real Hot Rod!

Unlike the other Koopaling's Airships, Iggy's ship has no cannons or Bullet Bills, only thrusters, but it can be tricky!

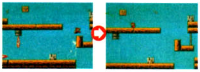
Take The Bolt Lift Across

If you're confident in your jumping skills, you might want to take the Bolt Lift across. The upper path is safer than the lower.



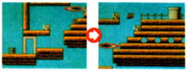
Work Fast To Get The Power-Up!

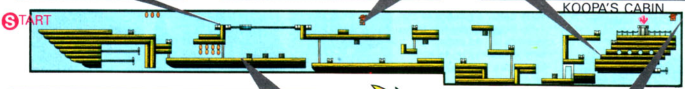
It's kind of tough to get this Power-Up if you take the lower path through the Airship. Make sure it falls to the right or you won't be able to collect it.



Don't Get Burned!

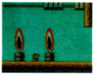
It's easy to avoid the flames here by kneeling on the step. The two upper rockets are hard to get through, but there's a second Power-Up item in case you get hit.





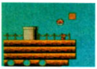
Patience Pays

Wait until these thrusters fire before you jump over them. If you don't watch your timing, you might get scorched!



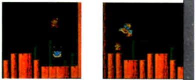
Iggy Is Generous

This is the only Airship with two Power-Ups. Two Power-Ups, no cannons . . . what was the Koopa engineer thinking when he designed this Airship?



Iggy Koopa Is A Push-Over

"So what if I'm not as tough as my brothers and sister! I can still get you! C'mon, Mario (I think I'll try to get him with my speed and a double blast from my wand . . . yeah, that's the ticket!)".

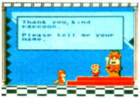


SPECIAL
TIP

Get A Different Thank You From The King!

Try finishing the Airship wearing one of the special Suits. It's difficult to do, but you'll get a new message from the King.

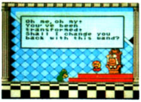
Tanooki Mario



Thank you, kind raccoon.

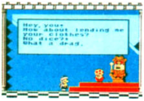
Please tell me your name.

Frog Mario



Oh me, oh my!
You've been transformed!
Shall I change you back with this wand?

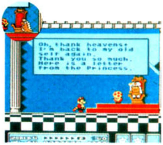
Hammer Mario



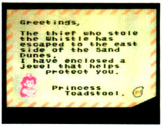
Hey, you!
How about lending me your clothes?
No dice?!
What a drag.

Aloha To Big Island

Another grateful King bids Mario goodbye. Mario's next challenge will take him into the clouds in Sky World. The Princess, thoughtful friend that she is, left a P-Wing behind for Mario to use. And he'll need it in the Sky!



Oh, thank heavens!
I'm back to my old self again.
Thank you so much.
Here is a letter from the Princess.



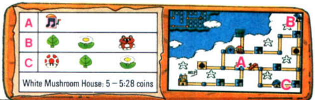
Greetings,

The thief who stole the Whistle has escaped to the east side of the Sand Dunes.
I have enclosed a jewel that helps protect you.

Princess Toadstool.

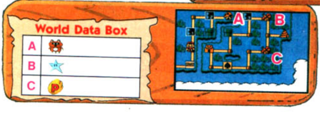
SKY WORLD

WORLD 5



A	♫
B	
C	

White Mushroom House: 5 – 5:28 coins



World Data Box

A	
B	☆
C	P

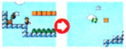
WORLD 5-1

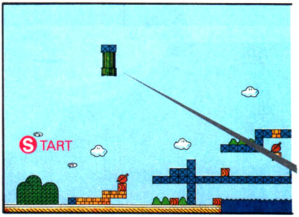
Chain Chomp Arch and Four-Up Island!

Once again, Racoon or Tanooki Mario are the preferred Suits. If you can fly to the Sky Pipe, you'll go to the island in the center of the arch and get four 1-Ups!

Get A Star And Wipe Out The Chain Chomps

Make your way up to the very top of the arch. Get the Starman you'll find there and head left. If you're still invincible, another Starman will be in the ? Block you passed on your way up.

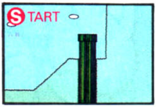


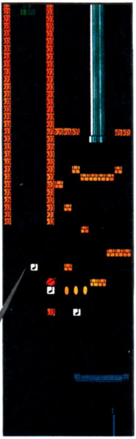


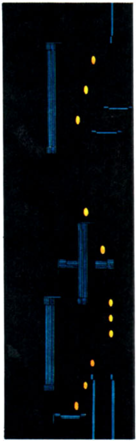
WORLD 5-2

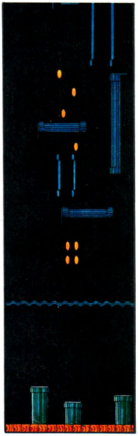
Choices, Choices...

This world gives you a choice of paths to take, but you'll have to move quickly to take the easier one. If you're Racoon Mario, use your tail slow your descent and take the upper path. If you're not, you can still make it up there but it's more difficult!



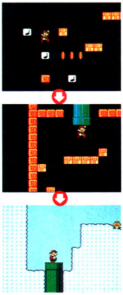


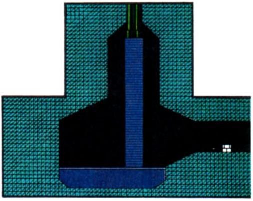


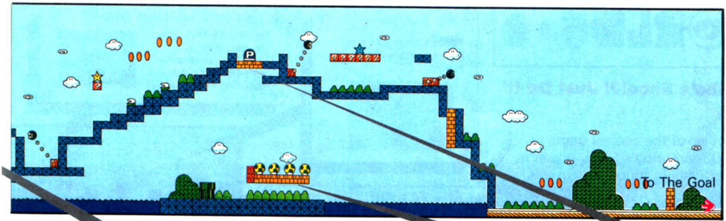


Let's Go Up!

As soon as you start falling, flap your tail to slow your fall. Try to land on one of these blocks so you can make your way upwards. Be careful when you jump, one false move and you'll be taking the long way out of here!

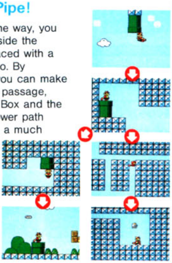






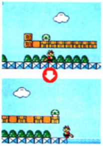
Fly To The Sky Pipe!

Once Chainy is out of the way, you can make it up here. Inside the secret room, you'll be faced with a choice of two ways to go. By kneeling and jumping, you can make it into the narrow upper passage, which leads to a Music Box and the end of the stage. The lower path leads to Four-Up Island, a much preferable itinerary.



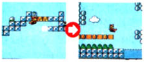
Four-Up Island

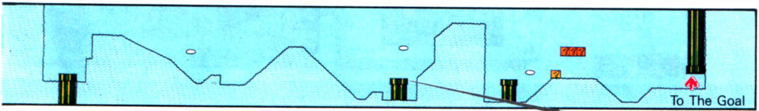
You must get the four 1-Ups in the blocks here one at a time since you can't have two on the screen at once. You've got time, so be patient.



Hit The Switch Block And Escape

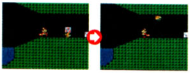
Fly up as Racoon Mario, hit the Switch Block and two giant "3s" made of 38 silver coins each will appear under the arch. Awesome! Collect these and then fly up and break the blocks with your head to escape the arch.





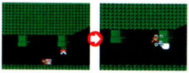
Buster Beetle

Buzzy's cousin Buster likes to play catch! He'll toss Ice Blocks at you! Throw some back at him. Boy, he can dish it out, but he can't take it.



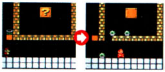
Don't Wait Until The Spring Thaw . . .

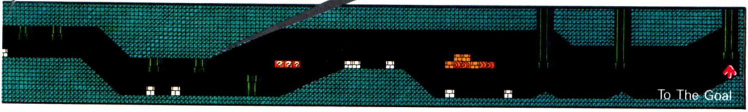
Pick up an Ice Block and use it to water the pestering Piranha Plants!



A 1-Up Reward!

For those of you who make it to the upper route, you can enter this pipe for three 1-Ups in a bonus stage!





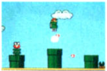
WORLD 5-3

Kuribo's Shoe!?! Just Do It!

Another of the coolest items in SMB3 is Kuribo's Shoe, which is, unfortunately, found only in this stage. Try it on for incredible stomping power!

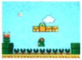
Air Kuribo

Kuribo's Shoe can jump high and stomp Piranha Plants!



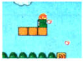
This Is One "Nice Shoe!"

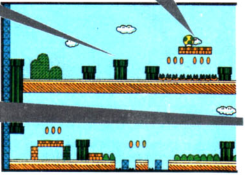
Wearing Kuribo's Shoe, you can walk on Munchers. Don't miss the 1-Up above these munching menaces!



One Size Fits All!

Mario can wear Kuribo's Shoe no matter what size he is. He can even use firepower while he has it on!

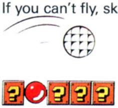




WORLD 5 FORTRESS

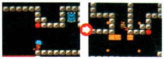
Three-Up Fortress

You can skip this Fortress and still be able to move up in the world, but you might want to get the three 1-Ups that are inside if you're Racoon Mario. If you can't fly, skip it!



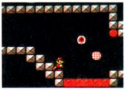
Another Bonus For Racoon Mario!

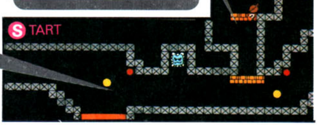
To get to this pipe, first clear away all the bricks. Get on the left side of Thwomp and get a running start at the edge (duck when the Roto Disc comes by). Fly straight up to the pipe!



Double Trouble!

A Roto Disc and Podoboo make perfect timing of your jump a must here. You can do it!

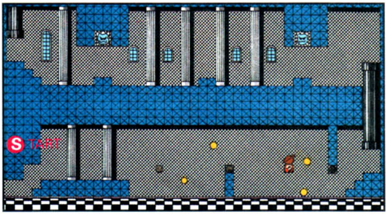




WORLD 5 TOWER

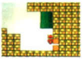
A Tower Connects The Ground With The Sky

This Tower to the clouds, leads Mario to the second half of the Sky World. Now's the time to be Racoon Mario!



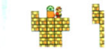
Tail Attack—Ten Coin Blocks

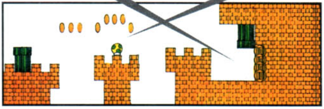
These three blocks each contain ten coins. Hit them with your tail to collect! The fourth block has coins too, but it's more difficult to get to!



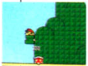
Break The Micro-Goomba

Once this leaping menace is out of your hair, collect the 1-Up here!

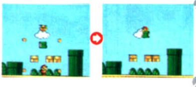


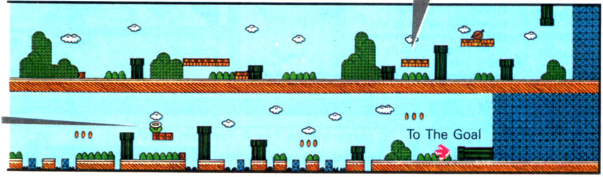


Claiming Kuribo's Shoe



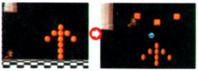
Hit the Goomba that is wearing Kuribo's Shoe from underneath, and you'll knock his socks off (literally)! Then go around and put on the shoe! Have you ever wanted to stomp Spinys? Well now you can!





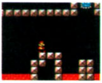
An Arrow Of Coins Shows The Way

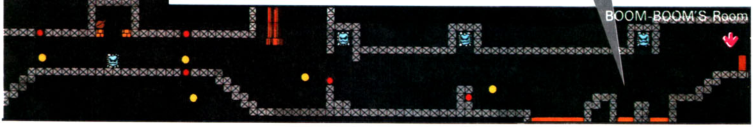
The three 1-Ups in this room are located in invisible blocks above where the coin arrow is pointing. You need to fly to get them.



Thwomp Strategy

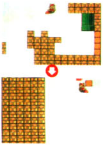
You need to jump quickly to make it through before this Thwomp squashes you!





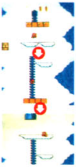
P-Wing Secret Thing

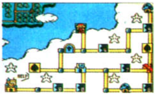
If you want to use a P-Wing on this stage, you can find a 1-Up by flying up and over this portion of the Tower.

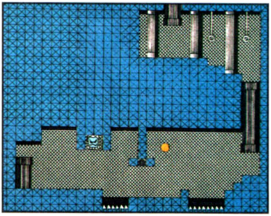


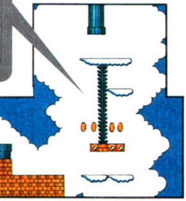
You're Almost In The Clouds

Climb the vine, jump onto the clouds and into the pipe! Welcome to the Sky–Hope you're not afraid of heights!









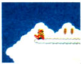
WORLD5-4

Clear Skies Ahead For Racoon Mario!

Try to be Racoon Mario in this world, because the path through the sky is safer, easier and has bonus coins!

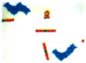
Don't Get Grounded!

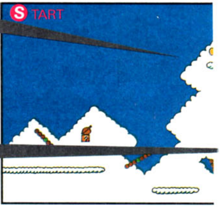
Be sure to keep your P-Meter fully charged so you can fly to the end of the stage.



Rotary Lifts Will Raise Your Blood Pressure!

We warned you not to take this route. Jumping frequently on the Rotary Lifts is the only way to make it now.





WORLD5-5

Dreadful Donut Lifts

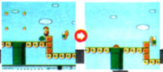
If you can collect 28 or more coins here, you can get the White Mushroom House to appear.

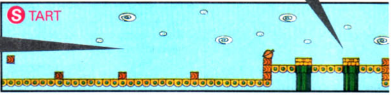
Para-Attack!

Para-Goomba and Paratroopas will attack here. Grab a Koopa to break bricks, but get rid of that Goomba!

Duck Inside For A Tanooki Suit!

Use a Koopa to break these blocks so you can get inside the pipe and collect the Tanooki Suit within!





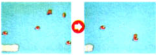
WORLD5-6

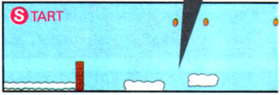
Para-Beetles Love To Fly–And It Shows!

These flying Para-Beetle pests will give you a lift if you jump on their backs.

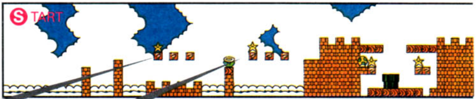
Fly The Unfriendly Skies!

The only way to make it across the gap in these clouds is to hitch a ride on a Para Beetle's back. You have to jump squarely on their back; they bite if hit from the side.





WORLD5-7

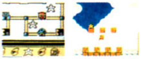


Endless Invincibility!

You can become invincible for an extended period of time in this world. If that's not enough for you thrill seekers, there are some other surprises.

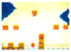
Use Starman Now

Use Starman before you enter this world. If you hit the marked blocks while you're invincible, they will contain Starmen instead of coins.



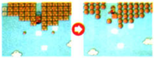
Watch Out—Micro-Goombas

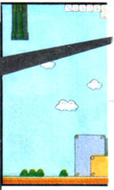
Yes, those nasty little guys are in this world too, just waiting for you. You should know how to handle them by now, but be careful!

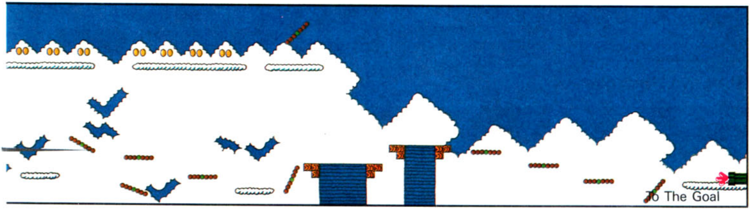


Switch Block In The Sky

This Switch Block is surrounded by blocks, just waiting to be turned into coins. It's tough to activate without a P-Wing.

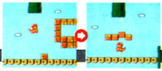






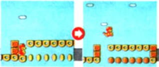
Repeated Coin Collection

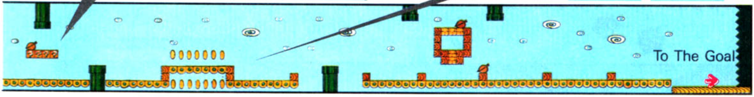
Collect these, go inside the Tanooki Suit pipe and come out. The coins will reset!

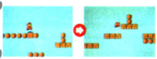


Derring-Do On Donut Lifts

Stay on the lift as it drops just long enough to get the coins, then jump off!

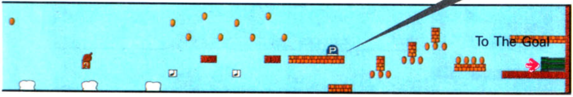


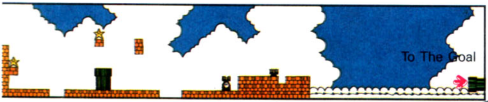




Hit The Switch Block For Extra Coins!

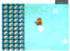
Not only does activating this Switch Block make it slightly easier to reach your goal, it also allows you to collect some extra coins!

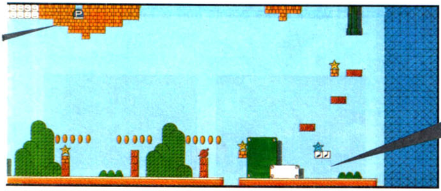




A Shortcut To The End

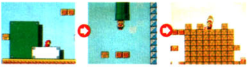
This is tricky to do without a P-Wing, but you can go through the top of the right wall to the end of the stage.





Almost Endless Invincibility

Kneel on the white background block until you fall through it. Then return to the upper part of this world through the pipe above. You'll be invincible for a long time, and you can still get them with your Raccoon Tail.



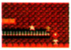
WORLD 5
FORTRESS

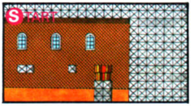
Hot Lava Fortress

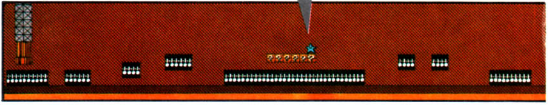
The Podoboos you've encountered in the past have all bubbled out of lava lakes. In this world, they also drop off the ceiling!

Give Starman Direction

You'll want to make Starman go right here, so hit the bottom left side of the block.







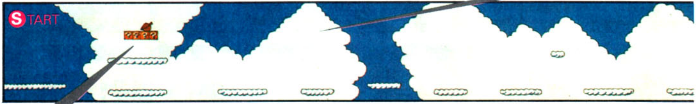
WORLD 5-8

Look Out! It's Lakitu!

Even if you're Racoon Mario, you won't have enough room to fly in this world. The key to getting through here alive is holding down the B Button and dashing past Lakitu!

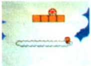
Bring It On, Lakitu . . .

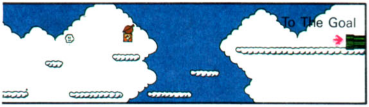
If you focus on running to the right, you should only get hit once in this world.



Imperative Power-Up

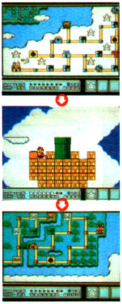
You must collect this item, because you're almost certain to take a hit in this world. Unlike other worlds, you can't afford to pass it up.





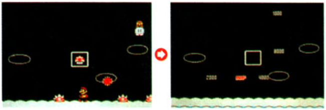
A 1-Up On The Way Down

It's possible to go back to the Earth side of the Sky World, and on the way, you can collect a 1-Up. You'll have to go through the Tower again to get back into the clouds.



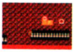
Get Bonus Points And A 1-Up At The Goal In Worlds Starring Lakitu

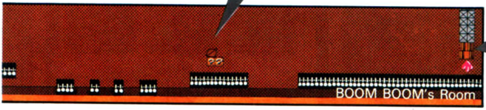
When Lakitu follows you to the end of a world, wait until he has thrown four Spinys. Then, quickly tag the card at the goal and you'll score points and a 1-Up.



Take A Break And Power-Up

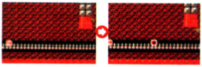
Leave Boo Diddly in the dust and you'll be able to rest here and collect a Power-Up.





A Tight Squeeze For Mario

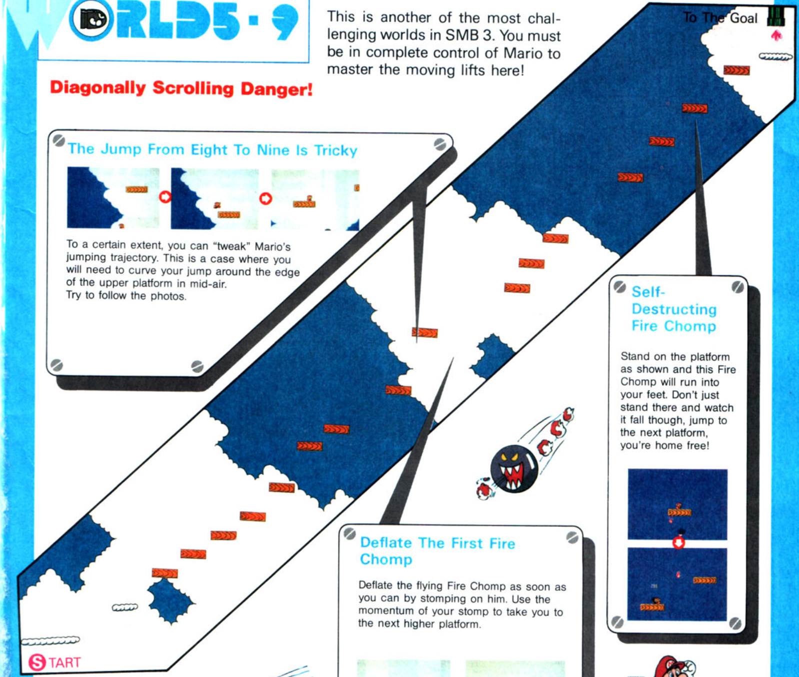
You can wedge yourself between the exit pipe and the end of the stage. We don't recommend it though, because it can be fatal for you if you're small.



WORLD 5-9

This is another of the most challenging worlds in SMB 3. You must be in complete control of Mario to master the moving lifts here!

Diagonally Scrolling Danger!



The Jump From Eight To Nine Is Tricky

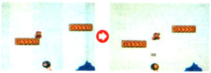
To a certain extent, you can "tweak" Mario's jumping trajectory. This is a case where you will need to curve your jump around the edge of the upper platform in mid-air.
Try to follow the photos.

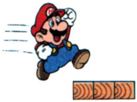
Self-Destructing Fire Chomp

Stand on the platform as shown and this Fire Chomp will run into your feet. Don't just stand there and watch it fall though, jump to the next platform, you're home free!

Deflate The First Fire Chomp

Deflate the flying Fire Chomp as soon as you can by stomping on him. Use the momentum of your stomp to take you to the next higher platform.





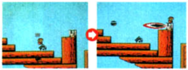
WORLD 5
AIRSHIP

Run "The Gauntlet"— Roy Koopa's Airship

Roy's Airship more than meets the standards for Koopaling design with lots of cannons and Bullet Bills!

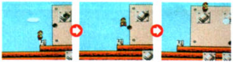
Watch Out For The Rocket Engine!

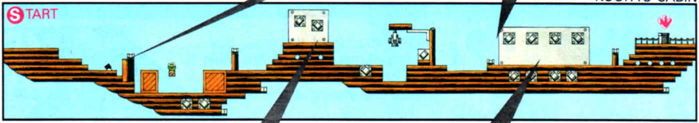
Wait until this infernal contraption has fired, then jump over it. Be sure to get the Power-Up.



Use A Cannon Ball For A Boost

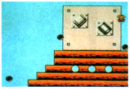
Try to get on top of "The Gauntlet" by jumping on cannon balls and Bullet Bills.





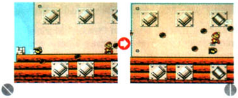
The Lead Is Flying Fast And Furious

With all these projectiles in the air, you'll be hard pressed to find a safe spot. At this point, don't advance too far, but stay on the left side of the screen.



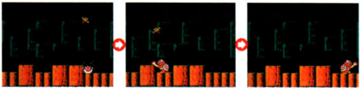
The Gauntlet

If you didn't get on top, you'll have to run through here. Cannon balls will fire at you from all directions, and it's difficult to avoid them. In this case the right side of the screen is a better place to be.



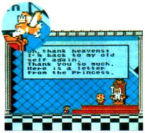
Roy's A Big Boy!

"When I hit the deck, my entire Airship shakes. Little twerps like you, Mario, won't even be able to move. (Heh! Heh! I don't think Mario will be able to time his jumps so he's in the air when I land. So it's time to squash him!)"

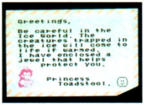


A Chilly Challenge Lies Ahead

No more troubled skies, Mario is on to the arctic Ice World. Entire armies of Koopas and Munchers have been frozen by the sub-zero temperatures there, and every surface is coated with ice.



Oh, thank heavens!
I'm back to my old
self again.
Thank you so much.
Here is a letter
from the Princess.



Greetings,

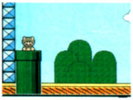
Be careful in the
Ice World. The
creatures trapped in
the ice will come to
life if warmed.
I have enclosed a
jewel that helps
protect you.

Princess
Toadstool.

SPECIAL TIP

Mario's Grey In The Face

If you time it right, you can turn Tanooki Mario grey but not into a Statue. Press B as you go down a pipe.



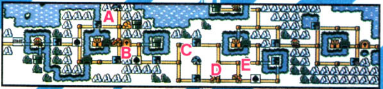
WORLD 6

WINTER WONDERLAND

World Data Box

A	🍄 🌼 🍃	D	☁
B	🔨	E	☆
C	🍄		

White Mushroom House: 6–7:78 coins



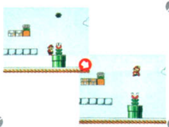
WORLD 6-1

This Winter Wonderland Is Slippery!

All surfaces in this place are extremely slick and there's no way you can come to a complete stop quickly. Be careful you don't slide right into the enemy!

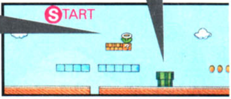
Ptooie Plants

When Ptooie spits the spiked ball in the air, jump over him. You can also easily defeat it with firepower or a tail attack.



Become Fiery If Possible

The enemies in the Ice World are especially vulnerable to firepower.



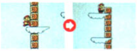
WORLD 6-2

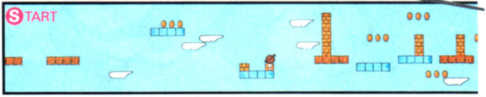
Walking On Air!

The path you climb to the goal in this world is made up of clouds and floating blocks of ice.

Don't Get Smashed!

At this point, the screen will scroll upwards, and you'll be forced to jump from cloud to cloud to make it over this wall.





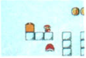
WORLD 6-3

Take A Vine To A Secret Room!

The Secret Room in this world not only gives you a free Tanooki Suit, but 30 coins and a free ride to the goal.

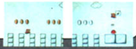
Your Friend, The Koopa?

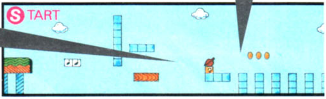
Stand one block away from the ? Block and release the Koopa to get the Power-Up.



Dash Across Small Gaps

Hold down B and run over these holes, but beware of the Koopa.





WORLD 6

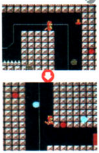
FORTRESS

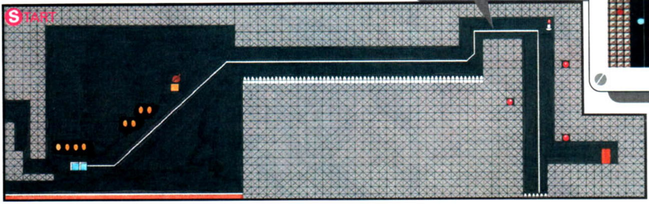
Ice Fortress

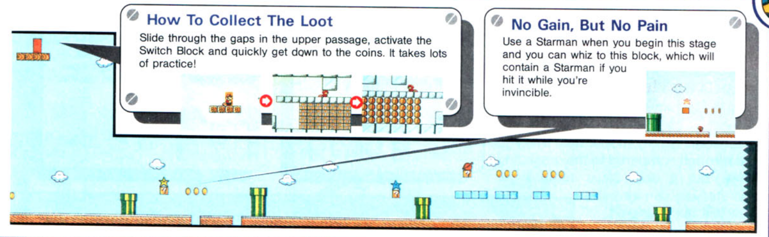
This Fortress contains a door that will let you reset ? Blocks for repeated item collection.

Get Off This Loony Lift

Stand here until the Roto Disc goes down and right. Jump into the pit and veer right as you fall.





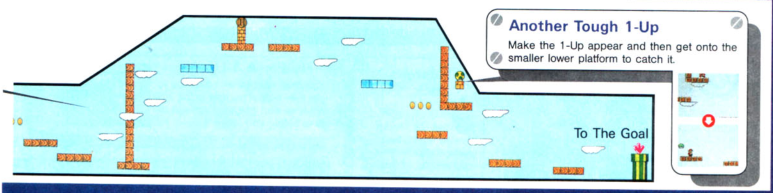


How To Collect The Loot

Slide through the gaps in the upper passage, activate the Switch Block and quickly get down to the coins. It takes lots of practice!

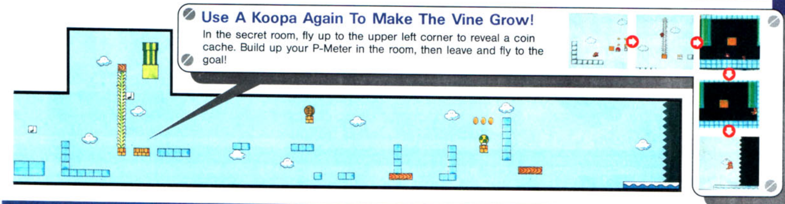
No Gain, But No Pain

Use a Starman when you begin this stage and you can whiz to this block, which will contain a Starman if you hit it while you're invincible.



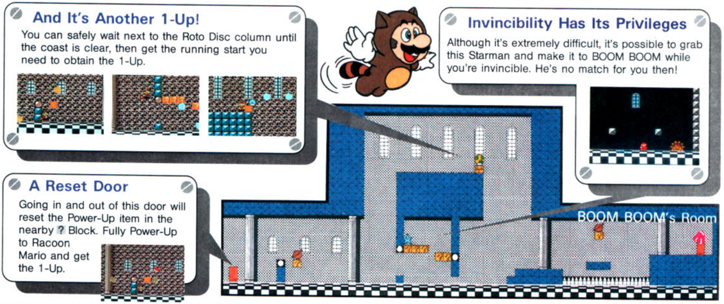
Another Tough 1-Up

Make the 1-Up appear and then get onto the smaller lower platform to catch it.



Use A Koopa Again To Make The Vine Grow!

In the secret room, fly up to the upper left corner to reveal a coin cache. Build up your P-Meter in the room, then leave and fly to the goal!



And It's Another 1-Up!

You can safely wait next to the Roto Disc column until the coast is clear, then get the running start you need to obtain the 1-Up.

Invincibility Has Its Privileges

Although it's extremely difficult, it's possible to grab this Starman and make it to BOOM BOOM while you're invincible. He's no match for you then!

A Reset Door

Going in and out of this door will reset the Power-Up item in the nearby ? Block. Fully Power-Up to Racoon Mario and get the 1-Up.

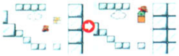
WORLD 6-4

Find The Note Block To A Secret Room

This world is only moderately tricky to get through compared to the preceding ones. But it does have some extra secrets you can reveal that will tax your skill.

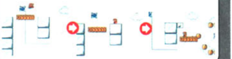
It Takes A Steady Hand

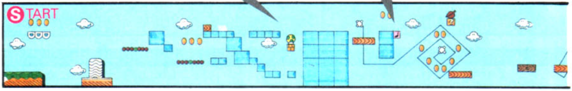
Make a small jump onto the block underneath the ? Block. Hit the block so the 1-Up Mushroom goes left and make another small jump left to collect it.



Reveal A Magic Note Block

Jump on the lift to start it moving, then get onto the big block of ice. When the lift comes out from under the block, leap onto it and make the Magic Note Block appear. Ride up to Coin Heaven!





WORLD 6-5

A Hidden Exit

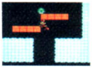
The passage to the goal in this stage is located in an unexpected place. You can only clear this level if you are Racoon Mario, and even then, it's a tough task.

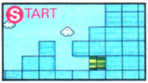
Buster's Back

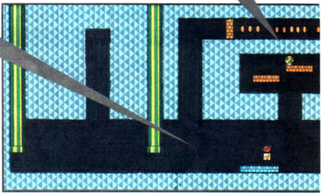
Buster Beetle is back, throwing Ice Blocks around again. He's particularly aggravating in this stage.

Fly For A 1-Up

You may want to take the time to get this 1-Up. The way to the exit is tricky, and you may run out of time before you make it.

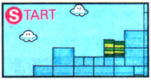






WORLD 6-6

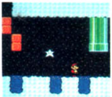
Subterranean Lake

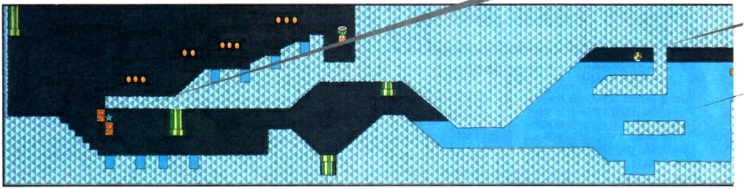


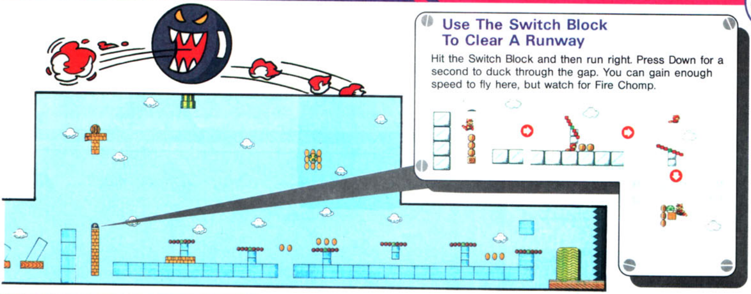
Firepower will serve you well in this world, since there are plenty of Cheep-Cheeps and Piranha Plants about.

Get Starman—Quick!

Cheep-Cheeps will jump out of these small pools of water. Get Starman to protect you and B Button run through here!

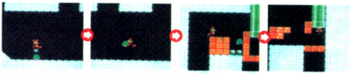






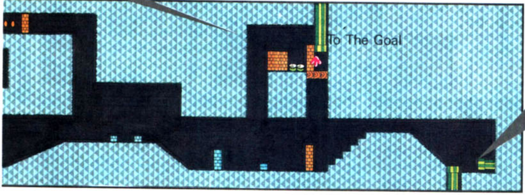
Use The Switch Block To Clear A Runway

Hit the Switch Block and then run right. Press Down for a second to duck through the gap. You can gain enough speed to fly here, but watch for Fire Chomp.



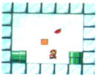
Go For The Goal!

The White Piranhas can only be disposed of with a Koopa, so you must capture one and fly up with it. Clear away all the blocks below the entrance for a runway. Defeat all the nearby Beetles before you try to capture the Koopa.



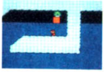
Plenty Of Power-Up Chances

You can go in and out of this room as many times as you want, and each time the Power-Up item will be there to collect again!



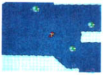
Dead-End 1-Up

A 1-Up is hidden in an invisible block in this watery dead-end!



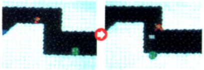
School Of Cheep-Cheep

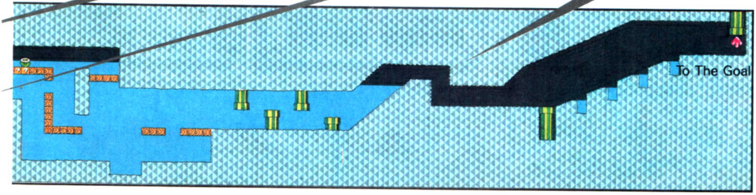
These guys aren't here to learn—they're waiting for Mario! You should have firepower to deal with them; if not, swim with care!



Get The Jump On Spike

Wait until Spike is next to the wall before you drop on top of him.





WORLD 6-7

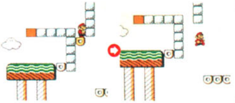
High Altitude Anxiety On Donut Lifts

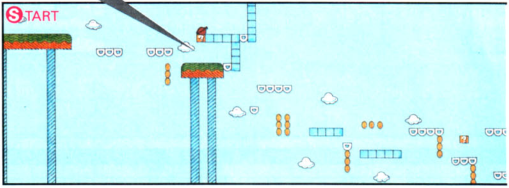
You're in for some frantic jumping in this high pressure world. Most of the time, your only perch is a temporary one—because most solid surfaces here are Donut Lifts. Collect 78 coins in this world to make the White Mushroom house appear.

Hello! You found my Shop of strange and wonderful things!

Don't Dunk The Donut!

Here's a spot where timing is critical. You have to let the Donut Lift drop for a very short time before you jump. It's tricky!





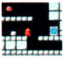
WORLD 6 FORTRESS

Ice And Thwomps Don't Mix!

To capitalize on the slick ice floor of this Fortress, all the Thwomp Traps here are set up to move horizontally.

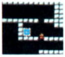
Thwomp #1

It's pretty easy to get past him if you take your time. As you already know, though, time is a luxury in SMB3; ask Boo Diddly!



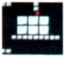
Thwomp #3

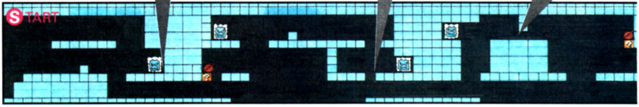
Be sure to spring this one before you go through here. Otherwise, it will smash you on the way down.



Thwomp #4

Trigger the Thwomp, and while it is resetting, make a run for it. To get under the low gap, press Down as you run.





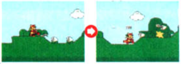
WORLD 6-8

Rough And Tumble Tundra

Use a P-Wing here to collect 88 coins and perform a neat trick!

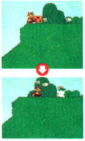
Wipe Out The Walking Piranhas!

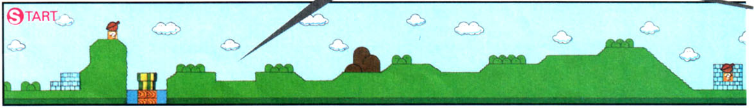
Capture the Koopa here and kick him so he goes right. Run after him, holding the B Button, and he'll wipe out the White Piranhas!

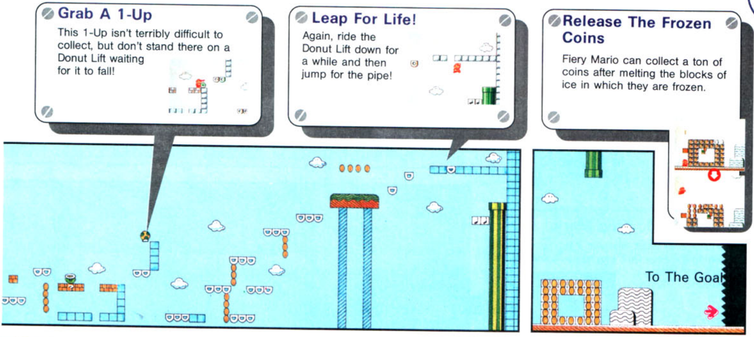


Use The Ice Blocks

Use an Ice Block here to knock out all the Walking Piranhas on this little hill.







Grab A 1-Up

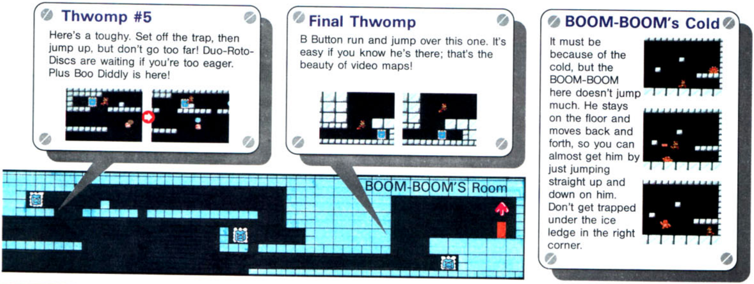
This 1-Up isn't terribly difficult to collect, but don't stand there on a Donut Lift waiting for it to fall!

Leap For Life!

Again, ride the Donut Lift down for a while and then jump for the pipe!

Release The Frozen Coins

Fiery Mario can collect a ton of coins after melting the blocks of ice in which they are frozen.



Thwomp #5

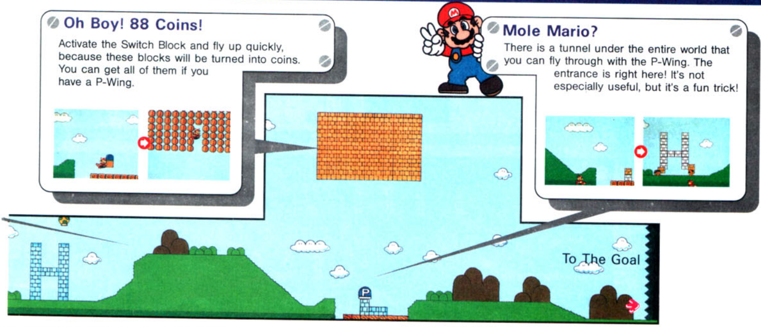
Here's a toughy. Set off the trap, then jump up, but don't go too far! Duo-Roto-Discs are waiting if you're too eager. Plus Boo Diddly is here!

Final Thwomp

B Button run and jump over this one. It's easy if you know he's there; that's the beauty of video maps!

BOOM-BOOM's Cold

It must be because of the cold, but the BOOM-BOOM here doesn't jump much. He stays on the floor and moves back and forth, so you can almost get him by just jumping straight up and down on him. Don't get trapped under the ice ledge in the right corner.



Oh Boy! 88 Coins!

Activate the Switch Block and fly up quickly, because these blocks will be turned into coins. You can get all of them if you have a P-Wing.

Mole Mario?

There is a tunnel under the entire world that you can fly through with the P-Wing. The entrance is right here! It's not especially useful, but it's a fun trick!

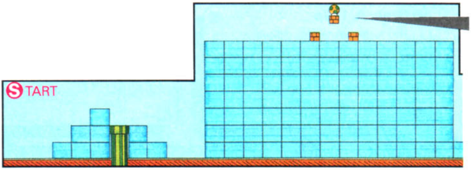
WORLD 6-9

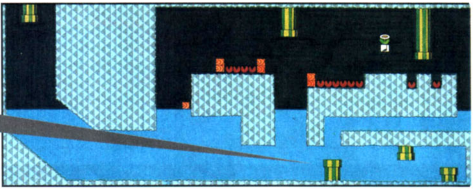
P-Wing Or Frog Suit Bounty!

Either the P-Wing or the Frog Suit will give you a bonus in this world.

Way To Go Frog Mario!

You can only enter this pipe if you're wearing the Frog Suit. Inside, you'll find 35 coins and three 1-Ups.





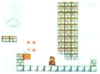
WORLD 6-10

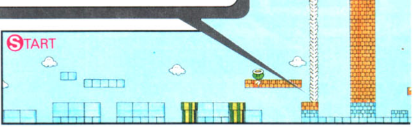
Bowser's Frozen Followers

It looks like some of Bowser's Munchers and the treasure they were guarding were frozen in a sudden cold snap—isn't that too bad . . .

Find The Vine Block

Get rid of Buster Beetle to the right, then hit the Vine Block with an Ice Block. Climb up, hit the Switch Block, and collect the loot!





WORLD 6 FORTRESS

World Six–Third Fortress!

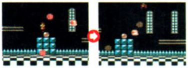
The Ice World is well fortified indeed! There are three Fortresses, and this one is the worst! All the enemies here, Roto Discs, Stretch and Thwomp are invincible!

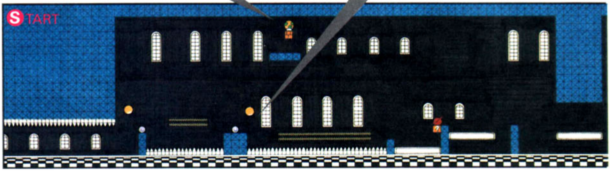
Fly For A 1-Up

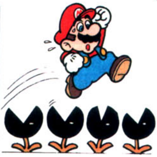
Take off running right from the start and you can avoid the Roto Discs and fly to this 1-Up, passing some conveyor belts.

Boo Diddly's Back!

In order to safely jump here, you'll have to draw the ghost close by turning your back on him. Once he's near, jump over him and run!

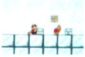






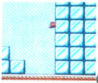
Only A 1-Up For A P-Wing?

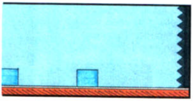
Don't use a P-Wing to get a single 1-Up unless you have a ton of them in reserve. This way is a shortcut to the end of the stage though, and that is a bonus! But there is another way up . . .

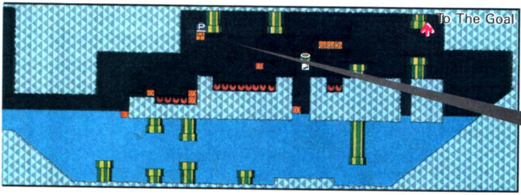


Mini-Mario Can Make It

Although it takes perfect timing and not everyone can do it, Small Mario can make it up this wall.

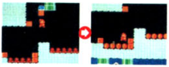






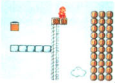
Exchange Munchers For Money!

The Switch Block in this area will turn all the indestructible Munchers into coins! Collect as many as you can!



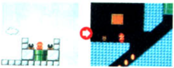
Don't Slip!

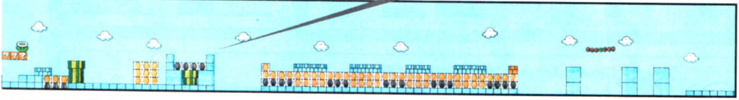
Once you've hit the Switch Block, get on top of the blocks at the vine's top, and jump into the coins!



Fiery Mario Can Get A Hammer Bros. Suit!

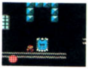
Hit the Switch Block and head right. At this pipe, melt the ice and the Munchers will turn into coins. Collect and go down the pipe. Inside: a Hammer Bros. Suit.





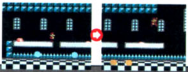
Hold Your Position

Make several small jumps on the conveyor belt to hold your place until it's safe to run under Thwomp.



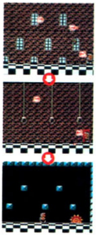
Jump Over Stretch

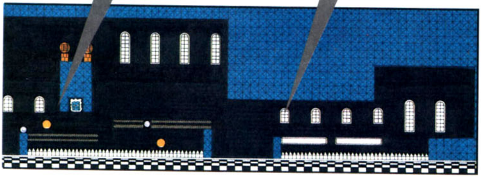
As soon as Stretch is all the way to the left, hold down B, jump over him and run like heck!

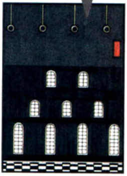


It's A Boo Diddly Trap!

The door to BOOM-BOOM will only be accessible for a second as the floor rises and falls. Go right when you hit the floor to hold off the ghosts.







WORLD 6

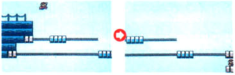
AIRSHIP

Lemmy's Ship has a couple of places where it appears that Bolt Lifts are the only way to go, but in both instances you can make it by holding down the B Button when you jump. It can be tricky.

Battle The Clown Prince Of Koopas—Lemmy Koopa

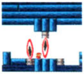
A Daring B Button Dash!

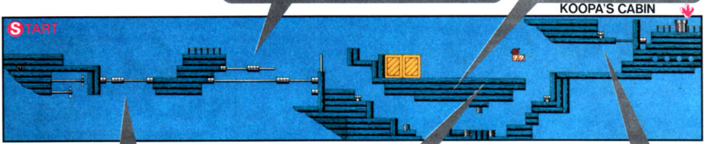
Although it looks like you might not be able to make it without using the Bolt Lifts, this is actually an easy jump to make without using them.



Be Patient

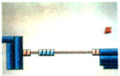
It's safe to stand between the fire jets here. You need to take your time though, if you just run through, you'll get burned.





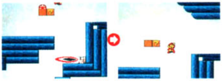
Ignore The Bolt Lift

You can easily make this jump without using the Bolt Lift.



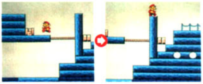
Score A Power-Up

If you take the higher path through the ship, this is easy to collect. You'll have to act more quickly to get it from the lower route.



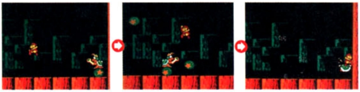
Hurry On Through

Immediately after the flame fires, run and jump through here. It's tough to make it without getting singed.



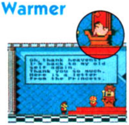
Clown Around With Lemmy Koopa

"Welcome to Lemmy's Magical Circus, Mario!!! Would you like to have some fun with these magical balls? See if you can balance yourself on top of them like I can. Ha Ha Ha!"

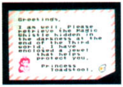


It's Onward To Warmer Climates!

The troublesome Ice Country behind him, Mario can look forward to the more temperate Tube City ahead. Unfortunately, Piranha Plants like warmer temperatures too, and it looks like the Tube City is overgrown with these nasty plants!



Oh, thank heavens!
I'm back to my old
self again.
Thank you so much.
Here is a letter
from the Princess.



Greetings,

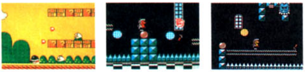
I am well. Please
retrieve the Magic
Whistle hidden in
the darkness at the
end of the Third
world. I have
enclosed a jewel
that helps
protect you.

Princess
Toadstool.

SPECIAL TIP

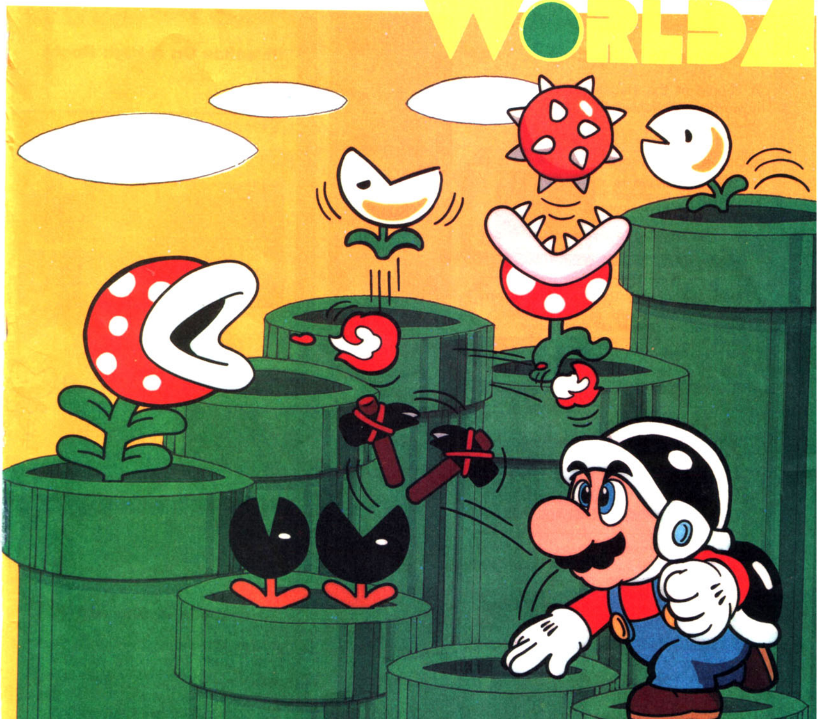
The Might Of Mario's Hammer!

When Mario kneels while wearing the Hammer Bros. Suit, he is invulnerable to Piranha Plant fire. Plus, his Hammers can defeat foes like Boo Diddly and Thwomp!



WORLD 7

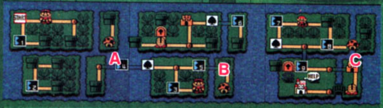
PIPE MAZE



World Data Box

A	🍄	🍃	🌼
B	🐸	🦝	🔨
C	🐸	🦝	🔨

White Mushroom House: 7–2:46 coins


START
A
B
C
HELP

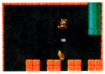
WORLD 7-1

Welcome To Tube City!

A couple of the stages in Tube City scroll upwards and involve difficult climbs through a maze of pipes.

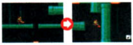
Get A Boost From A Koopa

Jump straight up off the back of this Paratroopa and you'll reveal a 1-Up!



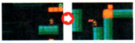
Now Departing To The Coin Room

Kick the Koopa on this pipe so he falls down the narrow gap. You can then use this area as a runway to fly up to the coin room as Racoon or Tanooki Mario.



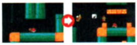
Follow That 1-Up!

Once you make this 1-Up appear, it will probably fall right. Follow it and you should land on a pipe and not lose any height. Continue climbing!



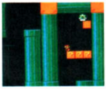
Collect A Power-Up

Stomp the Koopa, pick him up and get on top of the left ? Block. Kick him so he goes between the blocks and he'll hit the block you're standing on!



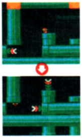
Nab A 1-Up

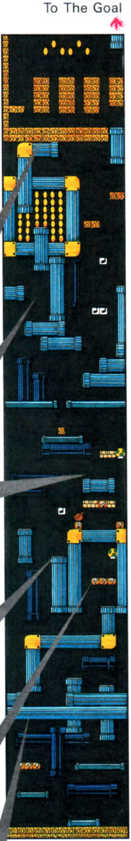
"Bend" your jump around the three ? Blocks and you'll be able to get this 1-Up!



Eager Eaters!

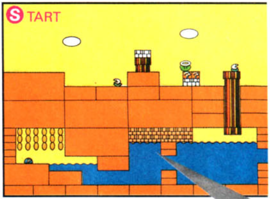
You'll have to get into this pipe quick, because Piranha will only stay in its pipe for a second. You might want to take them out with a tail attack or fire ball first.

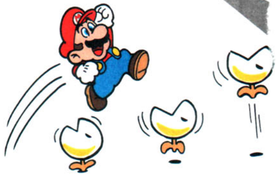




WORLD 7-2

Piranhas On A High Rock!

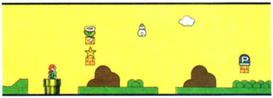




WORLD 7-3

Continuous Invincibility!

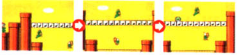
You can be invincible through this entire stage if you hurry! As we've seen before, some blocks will have Starmen inside if you hit them while you're invincible; that's the case here.

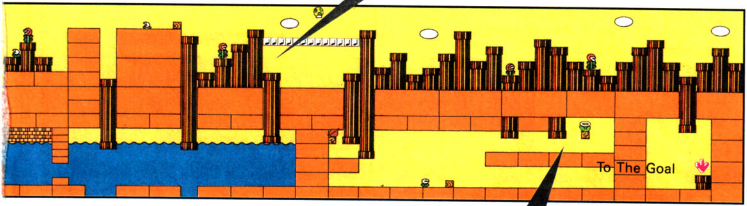


Pipes in this desert join upper and lower areas. Piranha Plants infest the upper; the lower is loaded with Power-Ups and coins! Only Frog Mario can collect more than 46 coins and get a White Mushroom House to appear.

Is This A Trap?

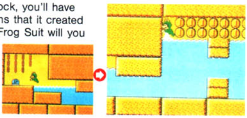
Don't panic when the Note Blocks seal you in here with the Koopa. In order to make it over the gap between the pipes, you'll have to make all of the Note Blocks appear. Once you've done that, leave via the lower area and go across easily. Don't forget the 1-Up!





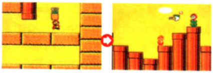
You Need The Frog Suit's Speed

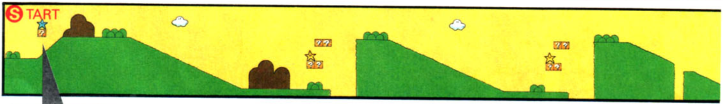
After you hit the Switch Block, you'll have seconds to collect the coins that it created to the right. Only with the Frog Suit will you be able to swim through the water fast enough to get them all.



An Underground Power-Up

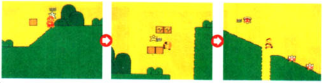
Firepower is probably the best weapon to have in this world. If you want to be Fiery, grab this out-of-the-way item.





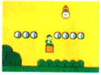
Get The First Starman!

To start the process, get the first Starman and then use the B Button run to make it to the other ? Blocks before your invincibility wears off. If you're not invincible when you hit them, they will contain only coins.



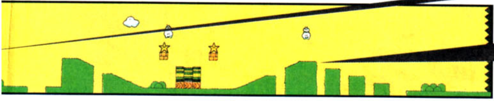
Skip The Switch Block

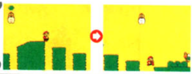
Don't stop for this Switch, but focus on staying invincible. If your invincibility wear off now, you'll have to face Lakitu!



Dash Over These Gaps!

By holding down the B Button as you run, you can make it over all of these pits, even the large one at the end.

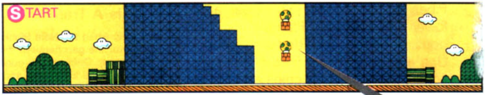




WORLD 7-4

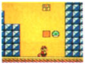
Wild Water World

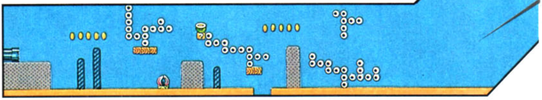
You've seen some troubled water stages on this adventure, but this is probably the most difficult one. It features an automatic scroll that will push you through a mine field of Jelectros! Put on a Frog Suit—quick!



Fly Over The Wall For 2-Up

As Racoon Mario, you can fly over the wall and collect two 1-Ups. But don't think you've found a shortcut—this is as far as you go. Don't be a chicken— go back and take on the world!





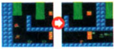
WORLD 7-5

Puzzling Pipe Maze

To make it through this maze, you must make invisible blocks appear and create walkways over gaps that you can't jump over. Some backtracking is also required.

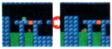
Bring Along A Koopa

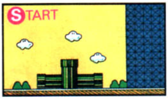
Clear out the Bob-ombs in this stretch by using a Koopa from the room above.

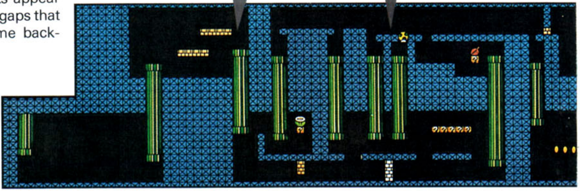


1-Up In Waiting!

Make the 1-Up appear so it falls left. Go back down the pipe and up the next one to the left. The 1-Up will be waiting there for you.







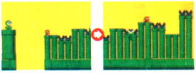
WORLD 7

GIANT PIRANHA PLANT

The Piranha Plant on the Map Screen represents a mini-world which is infested by different types of Piranhas. Use a Starman from your inventory at the start of the stage.

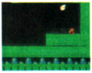
Jump Far, Jump Fast

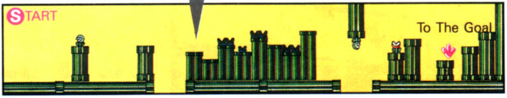
Cover as much ground as possible with each jump by holding B as you leap. If you leap towards a Muncher when it's out of the pipe, when you land, it should be going back in.

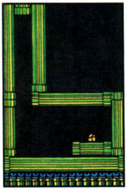


A Valuable P-Wing

For getting through this world, you'll win a P-Wing. Not bad for a hard minute's work!

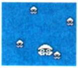






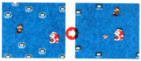
A Squid With Kids

This Blooper will attack you with its babies just as you enter and exit the Jelectro mine field. Don't panic, just swim precisely.



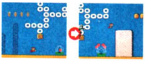
Boogie On By Big Bertha

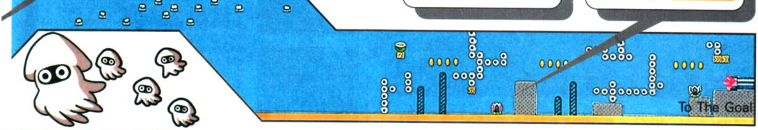
It's easiest to make it past Big Bertha when her back is turned.



Lava Lotus

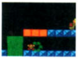
Swim past the Lava Lotus as fast as you can, but be watchful for the Cheep-Cheeps in your path.





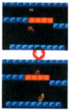
Bob-omb Dead End!

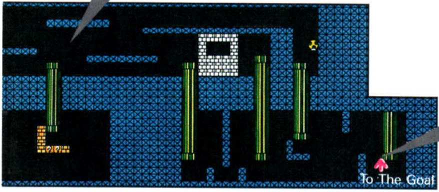
If you go down to the right of this pipe, you'll be trapped there by invisible blocks with a Bob-omb coming down the corridor! It's tough to escape without being hit.



Create A Bridge

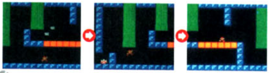
Make all the invisible blocks here appear, then use them as a bridge so you can proceed right.





And Another!

Although you can fly over the other gap as Racoon Mario, the only way to get through here is to make the bridge appear and back track so you can go over it.



WORLD 7

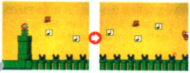
GIANT PIRANHA PLANT #2

The Last Obstacle Before The King's Castle!

This Piranha Plant mini-world looks impressive, but it's actually pretty easy. Try to make it past the first field of Munchers in one leap.

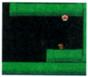
Get Starman If You Can

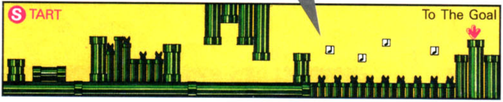
There's a Starman in the first block here that will make this area less hazardous. If you miss him, don't panic. You should know Note Blocks by now.

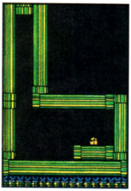


A Big Reward

Besides being able to advance to the Koopaling's Airship, your only reward here is a Power-Up Mushroom.



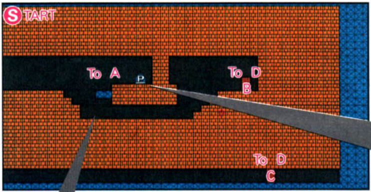




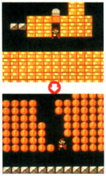
WORLD 7
FORTRESS

The Abandoned Fortress

The only inhabitant of this Fortress is BOOM-BOOM. The Tube to his room is in the ceiling of the big deserted chamber with the checkerboard floor.



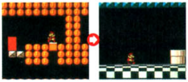
The Ultimate 1-Up Factory!

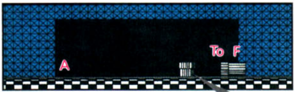


This room contains a Switch Block inside a mountain of blocks! If you activate the Switch, you can collect over 100 coins before the magic wears off. Enter the bottom door, and immediately press Up again, and you'll return to this room with everything back in place. Do it again and again!!!

Switch Blocks Reveal Secret Doors

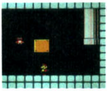
If you don't dive into the coins when the Switch Block is on, you'll see a door on the platform to the left. This door leads to a secret room!

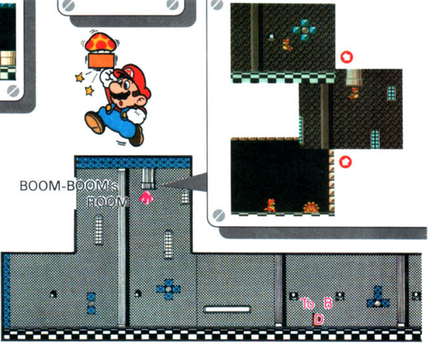




Claim Your Tanooki Suit

Go down this pipe and you'll find another giant ? Block which contains a Tanooki Suit!

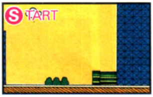




WORLD 7-7

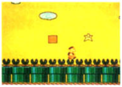
Imagine an unbroken field of hundreds of indestructible Munchers, stretching farther than the eye can see. How would you cross such an obstacle? With Starman's help, of course!

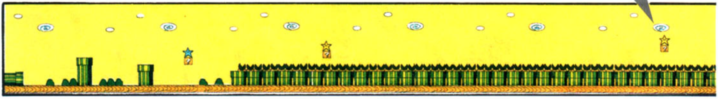
Muncher Mania!



Catch Starman At The Last Second

Hit a ? Block with a Starman in it so Starman goes right. Follow Starman as he bounces along and just when you think your invincibility is about to wear off, grab him!





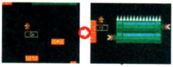
WORLD 7-6

Plot Your Course On Directional Lifts

You'll need to fully master the use of the Directional Lifts to make it to the top of this world. Unlike other vertical worlds, a fall in this one and you might land on spikes!

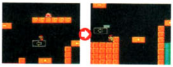
Side Step The Piranha Plant

Stand on the edge of the Directional Lift as you go through this Piranha guarded gap.



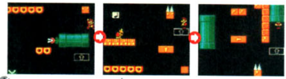
It Will Fall Conveniently

Don't worry if you don't catch this Power-Up right away. It'll fall down where it can easily be collected.



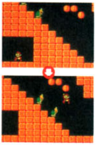
Take A Shortcut

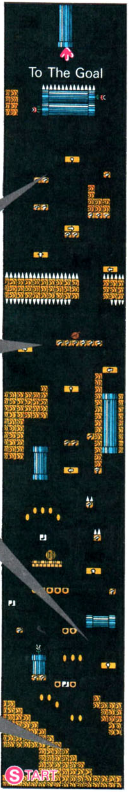
Before you hit your head on the pipe above you, jump up and around it. The Directional Lift you were on will continue upwards and you can remount and ride it to the halfway point of the world.

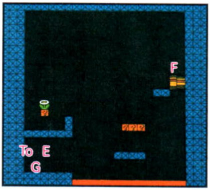


Charging Koopas!

Go left from the start to reach the stairs. When you're about halfway up, a pair of Koopas will charge! You know what to do! Jump over them or stomp and kick!

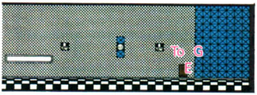






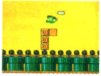
Power-Up To The Max!

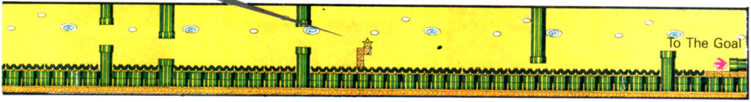
You can get the Tanooki Suit as explained above, or you can repeatedly get the Power-Up in the room with the lava (reset it by entering and leaving the room). The map shows where the pipe to BOOM-BOOM is—once you can fly, get up there and take care of him!



You'll Need Some Time Here

Hopefully you were able to get that last Starman close to this one, so you have time to get the Star here. You can waste precious seconds of invincibility negotiating the overhang here!





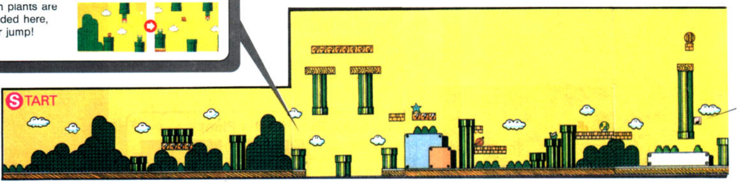
WORLD 7-8

Fire Flower Infestation!

Since this world is overgrown by Piranha Plants and Fire Flowers, Fiery Mario is best equipped to handle it. His firepower can easily wilt these wicked weeds!

Time Your Jump Carefully

When both plants are fully extended here, make your jump!



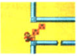
WORLD 7-9

A Different Type Of Pipe Maze

Distinguished by its length, you'll really have to watch your timer on this one. Don't go after bonus items unless you have plenty of seconds. Among the items available here are 3 Fire Flowers and a 1-Up.

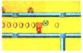
Toss These Blocks

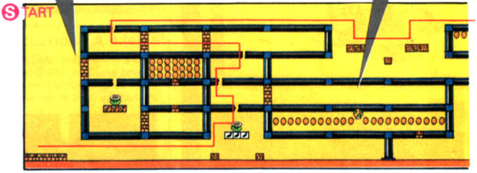
You can grab these Ice Blocks and toss them out of the way as you fall. Climb back up and jump off the edge again. This time enter the passage and collect bonus coins.



An Invisible 1-Up

Most players miss the 1-Up in the center of these coins. To collect it, duck and jump in the middle, under the space in between the coins.

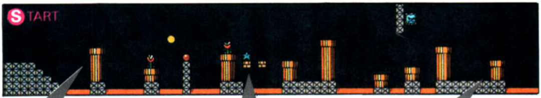




WORLD 7 FORTRESS

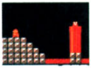
Nightmare Fortress

This Fortress can be a real terror. There are lots of Piranha Plants, Thwomps, Boo Diddlys and Roto Discs. Precise jumping is essential. Wear a Hammer Brother Suit if possible.



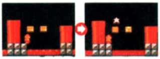
B Button Run And Jump

From the starting position, begin running while holding the B Button when the Piranha Plant is fully extended. By the time you land on the pipe, it will have retreated.



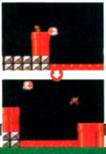
Get Your Friend, Starman

It can be extremely helpful to collect Starman here. Just don't fall in the lava trying to do it, and watch out for Boo Diddly!



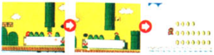
Dupe Boo Diddly

Draw Boo Diddly near by facing away from him, and when he gets close, jump over him.



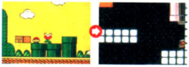
Make A Magic Note Block Appear

Jump up by the right side of the pipe to reveal a Note Block that will take you to Coin Heaven. The White Block doesn't really accomplish anything neat here.



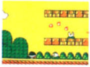
Pardon Me, Ptooie

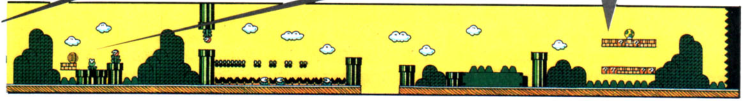
When the Ptooie moves out of the way, go down the left hand pipe here to find a Hammer Brothers Suit!



Fiery Walking Piranhas!

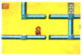
These monstrous mutant fire-spitting Piranhas can't be defeated by hitting them from underneath. Use firepower or hammers to defeat them. Remember, Hammer Mario is fireproof when he ducks!





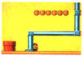
A Fork In The Path

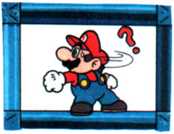
The bottom passage here leads to a 1-Up and some bonus coins, the upper leads to the end of the level. Don't go for the 1-Up unless you have plenty of time.

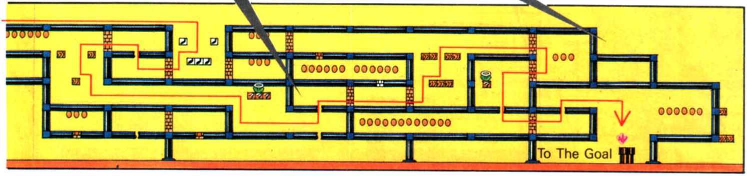


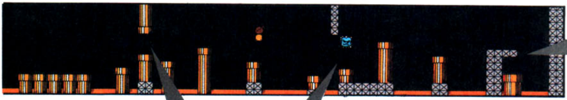
Road To Nowhere

Although it might be fun to run around outside the pipe maze, there isn't anything to be found and it just eats up precious seconds on the clock.



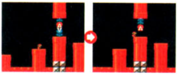






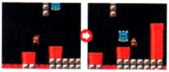
Piranha Plant Squeeze Play

To get through this gap, jump when both Piranhas are fully extended. If you delay on the pipe, duck so the upper one won't get you!



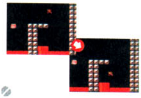
Just Run Through

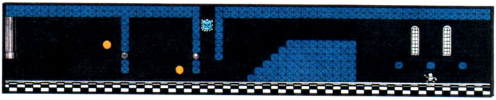
Use the B Button dash to run through here, but don't jump to the next pipe until Thwomp is resetting.



Jump Up And Dive In

To get to the end pipe, jump up and then curve around the overhang as you fall.





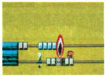
WORLD 7
AIRSHIP

Baron Ludwig Von Koopa–The Second Meanest Koopa Around!

Ludwig von Koopa's Airship is the Koopa fleet's flagship. It doesn't have any cannons, but it's loaded with tricky jumps and Bolt Lifts, and manned by Ludwig's scurvy crew of Rocky Wrenches.

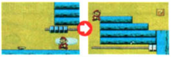
The Lower Platforms Are Stable

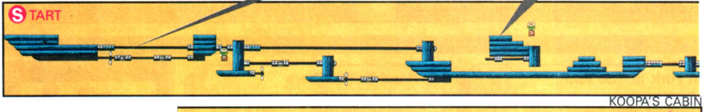
Go ahead and jump onto these platforms to get across here, but be wary of the rocket flames.



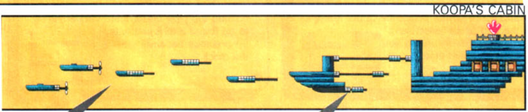
Collect The Power-Up With Ease

Hit this Bolt Lift from underneath to make it move left. Then use it to give yourself a boost up to where the Power-Up is.





KOOPA'S CABIN

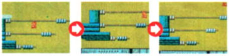


Skip These Nutty Bolt Lifts!

You can make it from platform to platform here without using the Bolt Lifts, if you use the B Button jump.

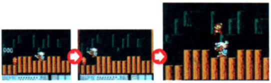
Think About It...

You might want to use the Bolt Lifts here, because it takes perfect timing to get over the gap with a B Button Jump.



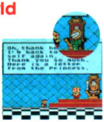
Ludwig Von Koopa Is Bowser's Second-In-Command!

"Vee shall see if you can defeat me, Mario. I combine all the attacks ov my younger brothers and sister–I am the ultimate Koopaling! I see you trembling, Mario . . . Vy don't you just go home?"

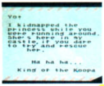


Bower's Underworld Hideout Is Next!

It appears that Ludwig was all talk, although he was a little tougher to beat than the average Koopaling. But what's this??? This letter isn't from the Princess, it's from Bowser!!! The fiend has taken the Princess to his underworld domain!



Oh, thank he
I'm back to
self again.
Thank you so much.
Here is a letter
from the Princess.



Yo!

I kidnapped the princess while you were running around. She's here in my castle, if you dare to try and rescue her.

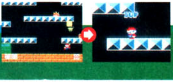
Ha ha ha...

King of the Koopa

SPECIAL
TIP

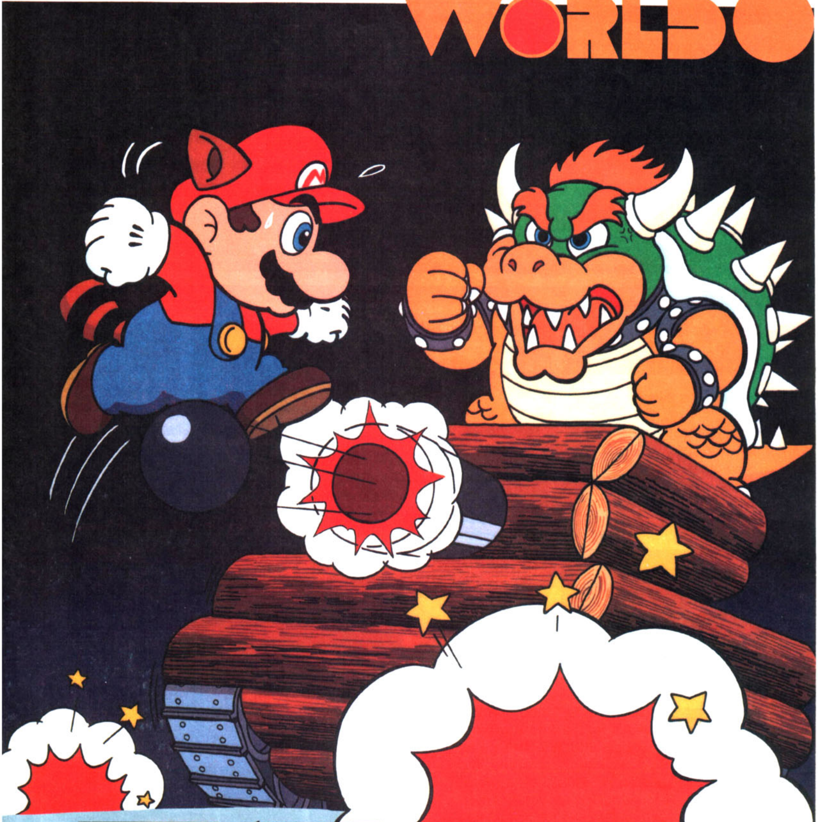
Cooperate In A Two-Player Game!

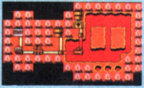
A unique aspect of SMB3 is the ability to challenge the other player for his or her cards in a two-player game in a variation of the original Mario Bros. In this game, you can cooperate and trade your partner for the cards you need, and get rid of unwanted cards.

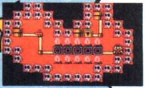


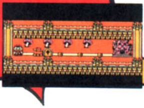
WORLD 8

CASTLE OF KOOPA









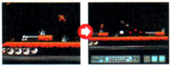
WORLD 8
BIG TANKS

Koopa's Armored Corps

Bowser's pulling out all the stops in this last world, and the challenge has never been greater! A parade of Koopa's finest tanks will fill the air with flying lead. You'll need to use fancy footwork to evade the hail of bullets!!

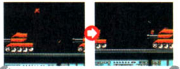
Bob-omb Lobbers

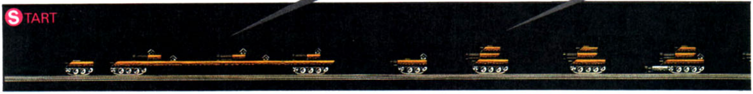
These stubby cannons fire Bob-ombs as projectiles. Wait until the Bob-omb explodes and then make a dash for it. Always be watchful of cannon fire; some of these are almost like machine guns!



Leap Quickly

Jump when you see the end of the gun's barrel. If you wait too long, Rocky Wrench will hurl his Ninja Throwing Wrench and make it hazardous to leap!





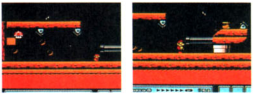
WORLD 8
BATTLESHIPS

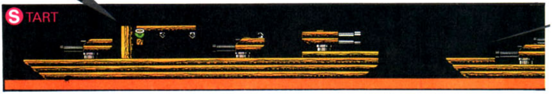
Koopa's Navy

A finer trio of battleships has never graced the seas. Like everything else in Bowser's underworld, these ships are armed to the teeth.

Dangerous 1-Up!

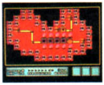
To get this item, stay on the right of the screen and as soon as you can, run down to it and make it appear. Collect it as you duck in front of the gun barrel.



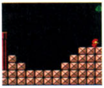


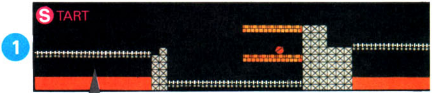
WORLD 8
HAND TRAPS

Giant Hands Drag You To Your Doom!



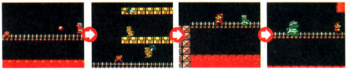
This flame lined bridge leads further into Bowser's underworld! It looks safe to cross, but no sooner do you step on to it than a monstrous hand reaches out to grab you and take you to a mini-world. If you're lucky, you can make it through without being snatched, but you may want to hesitate on the bridge and get captured on purpose; for each trap, you'll get a Super Leaf if you finish!

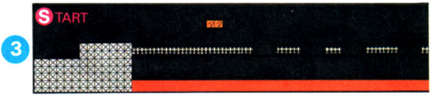




HAMMER BROS. HAND TRAP

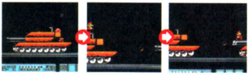
You'll have to defeat all the members of the Hammer Bros. family here to make it to the goal. These guys should be a piece of cake by now!





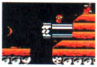
Propeller Peril

You can't destroy these propellers, but you can stand on top of them. You'll have to work fast to get this Power-Up!



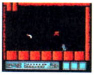
Bring Out The Big Guns!

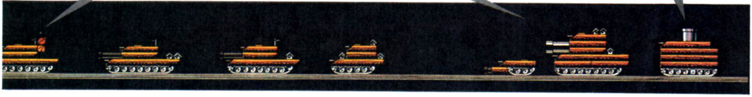
This giant cannon shoots two huge bullets in rapid succession. Either jump on its barrel or duck quickly!



A Wimpy Tank Commander

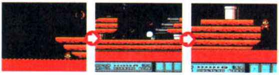
You'll be surprised to see a lone Boomerang Brother in the command tank. You've made it this far, don't let him get you. He should be easy compared to the tanks.





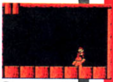
Swim Under The Ships!

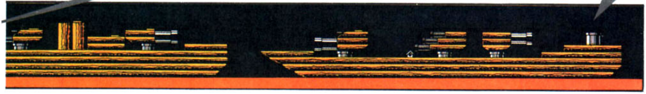
It takes practice, but Mario can actually swim under these battleships! The trick is to get just under the boat, but not too far.

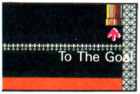


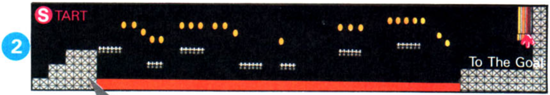
Captain BOOM-BOOM

An old sea dog of a BOOM-BOOM is waiting for you in the battleship's cabin. Send him to Davy Jones' Locker!



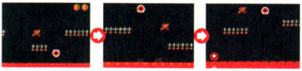






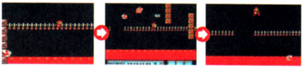
PODOBOOS HAND TRAP

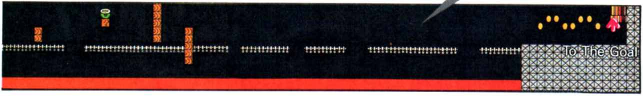
Make it over a broken bridge harassed by Podoboos, and you deserve a Super Leaf! Actually, it's a pretty easy stage if you take your time.



STAGE OF FISH HAND TRAP

A swarm of attacking Cheep-Cheeps will make this the most challenging of all the Hand Traps. It's also the longest. Use the B Button run to get through, and don't be distracted by the meager coins in the ? Blocks.

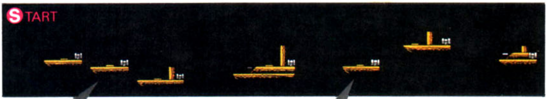




WORLD 8 AIRSHIPS

Koopa's Air Force

These mini-airships are the fighter planes of the Koopa's Air Force. They move faster than the Koopalings' Airships, so the screen scrolls at top speed.



Take Out Rocky

Try to stomp every Rocky Wrench, as this will keep stray wrenches from hitting you at an awkward time.

Stand On The Engine

It's best to stand on the rocket when you're jumping from ship to ship. Concentrate!

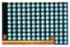
WORLD 8-1

Finally! A Normal World!

After all that military hardware Bowser threw at you, you'll be glad to see a normal world. But this stage is extremely tough to complete unless you're Racoon Mario!

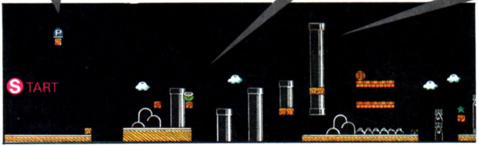
Hit The Switch Block And Dive!

Racoon Mario can easily fly at the start. Go straight up, hit the Switch Block and go down. Look at all those silver coins!



Try To Power-Up

If you're not already powered-up, you'd do well to get an item as soon as possible. This one is difficult to collect.



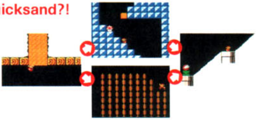
WORLD 8-2

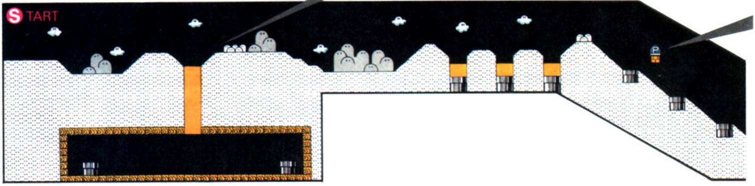
This world, like all of Bowser's underworld, is tough. But, there is a secret passage (to beat all secret passages) that will take you through to almost the end of the stage.

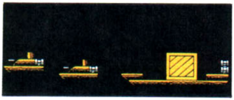
An Essential Shortcut

Take A Swim In Quicksand?!

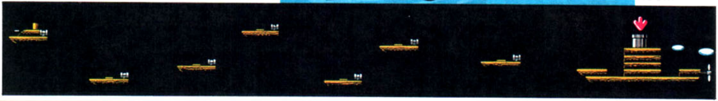
Jump into this quicksand pit and go down. Trust us–you'll be OK. Both the pipes you see will take you to a spot near the end of the stage!





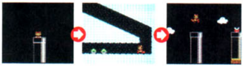


BOOM-BOOM'S ROOM



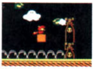
Three-Up Pipe!

Charge up your P-Meter at the beginning of the world, and fly to this pipe as Racoon Mario. Inside are 3 valuable 1-Ups! Charge up again and fly to the end of the stage.



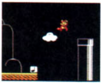
A Hidden Safe Spot

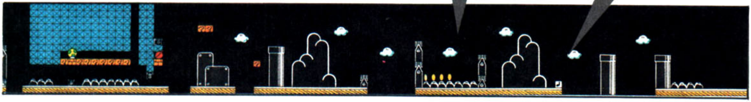
Make this invisible block appear and you'll have a safe spot to stand in to avoid the Bullet Bills.



A Mega-Tough Jump

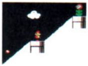
Pick up the Koopa and release him as you hold him over a pipe. Get a running start, make a small jump onto the Note Block, and immediately jump again while pressing Up.





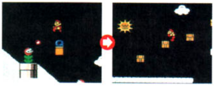
Double Jeopardy!

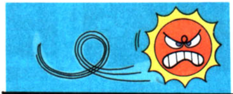
When you come out of this pipe from the secret room, you'll be surrounded by Piranha Plant fire. If you jump up as they fire, they'll aim high and you can run by when they retreat.

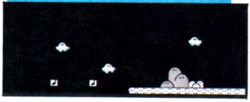


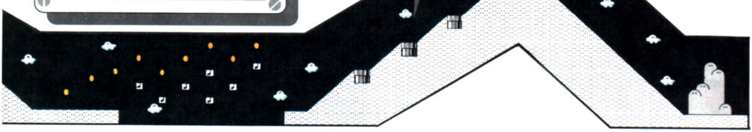
Don't Say We Didn't Warn You . . .

This Switch Block may be helpful to thrill-seekers who went this way. It turns the coins over the pit here into temporary stepping stones.









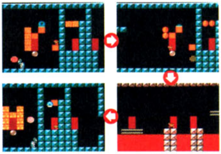
WORLD 8 FORTRESS

Multifarious Monster Fortress

Wow! If you thought the other Fortresses were tough, wait 'til you get a load of this one. The pinnacle of Koopa's crafty engineering, this Fortress will boggle your mind with its two sides and multiple traps! Explore thoroughly . . .

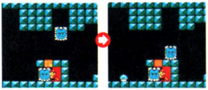
Secret Room 1-Up

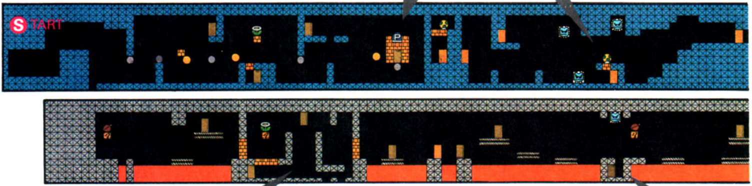
If you're desperate for 1-Ups, here's a crafty one to find. Hit the Switch Block here and hurry through the door under the "H". There will be a secret door on the platform to the right of the conveyor. Go in for a 1-Up!



Thumb Your Nose At Thwomp!

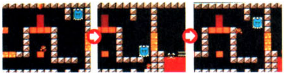
This Thwomp will trap you in this area by the door, blocking your access to the ? Block above. You can inch close enough to hit the ? Block, revealing a 1-Up, without getting hit by Thwomp. Wait there and the 1-Up will come to you!





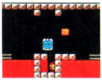
Get Back Up To The Power-Up

If you fall through this door as Small Mario, you may think there's no way you can get to that lone ? Block. But if you jump directly beneath the door you fell through, invisible blocks will appear and create a bridge. Now just get past Thwomp.



Repeated Item Collection

You can go in and out of this door and collect the Power-Up item many times. Just don't go for it unless the Thwomp is resetting.



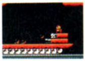
WORLD 8 SUPER TANK

The Final Guardian Before Bowser's Castle!

A rolling juggernaut of cannons and Bob-ombs manned by six of Bowser's crack Rocky Wrenches is the only thing preventing Mario from entering the Castle of Koopa. The Princess is waiting for you!!!

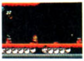
Don't Panic (Easier Said Than Done . . .)

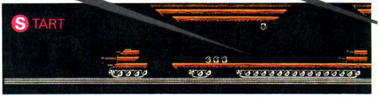
Things will begin flying fast and furious right here, at the front of the super tank. Keep cool and hold down the B Button as you jump.



It's Raining Wrenches

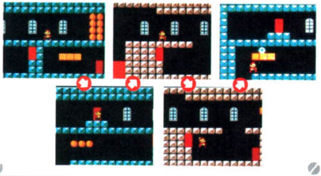
Six Rockys wait for you here, throwing wrenches at various heights. Avoid jumping if possible; you might lose control.





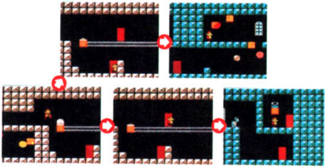
Another Secret Switch Block Door

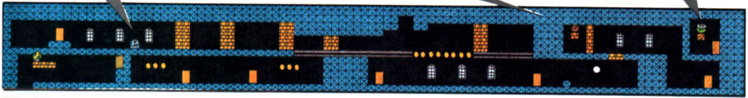
Hit the Switch Block, go left and enter the door. Then go down and left and through the door. You'll see three blocks to the left; the one on the very left contains a 1-Up!

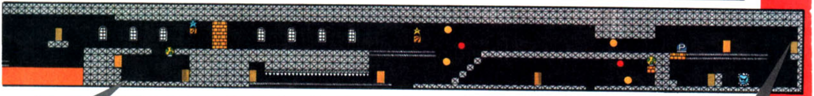


Secret Door To Multiple Power-Ups

Activate this Switch Block and a door will appear on the conveyor belt. It leads to a room with a ? Block that contains a Fire Flower. If you'd rather have a Super Leaf, go through the lower door and head left.

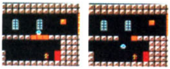






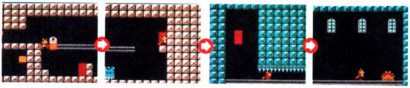
Collect The 1-Up First!

The gap in this area will be sealed by invisible blocks if you try to jump through it. The right most invisible block contains a 1-Up. Be sure to get that one first, so it falls down and you can collect it.



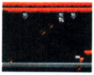
So How Do You Get To BOOM-BOOM?

With all these secret doors, you might have guessed that the exit is also hidden. Hit this Switch Block and skip the door on the conveyor. The door on the small ledge to the extreme right leads to BOOM-BOOM. Once you enter, squat under the spikes and take him out!



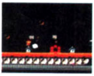
Shade To The Right

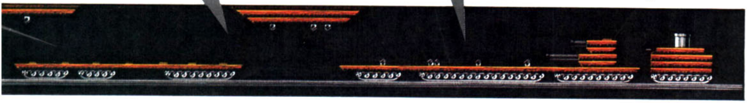
Although it's not totally safe (no place on the tank is), your best bet is to stay on the right side of the screen. Don't go to the very edge, though.



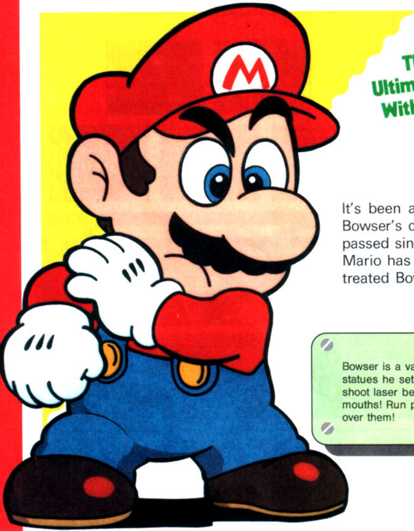
You're Almost There!

Take it slow now. Don't do anything rash. Just let these cannons fire and then get on their barrels.
Next stop—BOOM-BOOM and then Castle Of Koopa!!!!





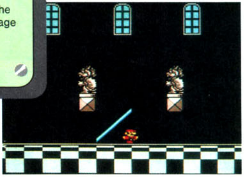
WORLD 8 THE CASTLE OF KOOPA

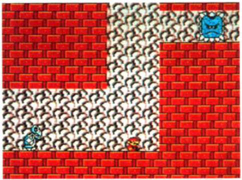


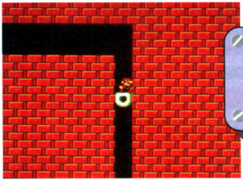
The Castle Of Koopa—Mario's Ultimate Challenge And Final Conflict With Bowser, King Of The Koopas! Let's Go Mario!

It's been a long and difficult fight, but you've made it to Bowser's creepy looking Castle Of Koopa. A long time has passed since Mario and Bowser first met. You've seen how Mario has changed since then—now find out how time has treated Bowser! Get moving!

Bowser is a vain creature, and the statues he set up in his own image shoot laser beams from their mouths! Run past them or jump over them!



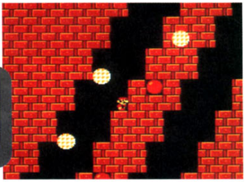


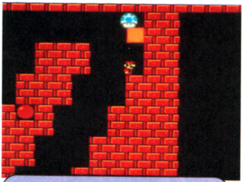


Stay on this Donut Lift until you see an opening to the right, then jump for it. If you miss the opening, you'll fall into a bottomless pit!

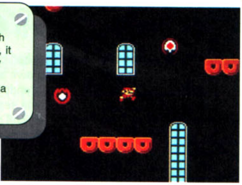
Bowser's Fortress is like a maze—if you take the wrong path, you'll end up back at the beginning! One hint: always try to take the high road!

This stairway can be tricky. Crouch on the step near the hub of the Roto-Disc to avoid its whirling attack.

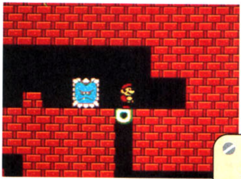




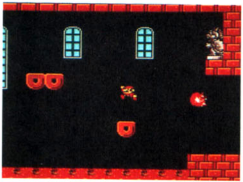
There are precious few Power-Ups in the Castle Of Koopa. Be sure to get the 1-Up that's in this block—you'll need it! Squat and jump on top of the block the 1-Up was in, and if you're not Small, you can go through this wall!



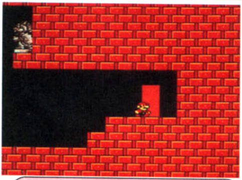
Try to make your way up as high as you can on these Donut Lifts, it will be to your advantage. In any event, be careful; these lifts are the only thing between you and a bath in molten lava!



Bowser's Castle is full of crafty traps. Spring this Thwomp, then jump over him onto the Donut Lift. Ride it down to the next level of the Castle.



Are your palms sweaty yet? Not to make you nervous, but those are flames from Bowser's bad breath coming at you... Don't panic though, you're almost there!!! Think fast and jump quickly to avoid them!



Congratulations—you've reached the door to Bowser's Chamber! Do you think you're ready? You better be, because from here you're on your own! Up and at 'em!!! The Mushroom Worlds are depending on you!

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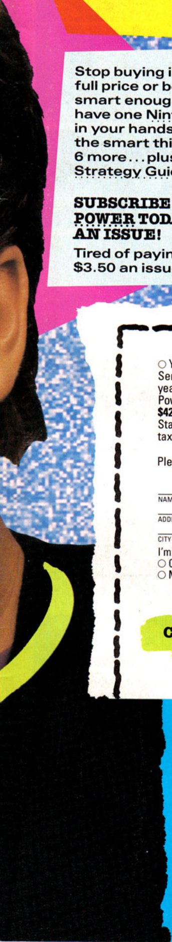

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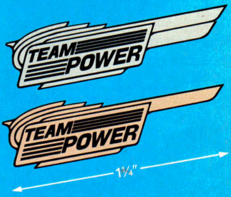

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Find the First Warp Whistle

Near the end of World 1-3, look for a white block. Hop on top and press down five seconds. Drop down. Run to the end of the stage to Toad's House. It's hidden there!

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